

WHAT POKES?

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**THE
GUIDE TO ARCADE
SURVIVAL**

**Volume 2
Issue 3**



POKES · HINTS · MAPS

What Poke? Vol 2 Issue 3

This Issue

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Publication

Pokes

Our usual monthly bundle of routines, and this issue we supply over 100 Poke, and Cheat routines, to games Old, and New, including routines on: Anarchy, Mega Apocalypse, Palace Of Magic, Solomons Key, Saboteur II, Motos, Zagan Warrior, and many, many, more!

Hints

Hints to over 40 popular games, plus Maps on a further 8 games. Hints this issue include: Bubble Bobble, Dizzy Dice, Dizzy (with map), Road Runner, Star Paws (with map), Tai Pan (with map), and more!

Reviews

This issue enjoy our new style Review section, that reviews almost 50 new game releases, in true What Poke? fashion, No quarter given as we take a look at: ATV Simulation, Enduro, Kaos, Mean City, Palace Of Magic, Summer Events, Traxxion, and others.

*Plus the usual Feature Articles,
See Page 4 for a full run down....*

Editorial

Welcome to Issue 3 and our new A4 magazine style offering. Reasons for this are explained elsewhere, but it does mean even more information has been packed into this issue, and we hope you enjoy it.

What did you think about the two latest computer magazines, ACE and the Games Machine. ACE, in it's defence, is excellently designed and laid out, but it was hard to see what more it offered than the current glut of review mags, and as for Newsfields new baby, well it was certainly different, but tends to be a

mix between the now defunct LM and Crash and Zzap. Certainly the Games Machine is a very full mag, perhaps too full, and its content led to its two co-editors being sacked, even before Issue 1 hit the streets. The main reason was indeed a bias shown towards 8 bit software. Apparently the powers that be at Newsfield wanted a little more on the 16 bit brigade, and were not happy, worried that this mag may in fact take some of the Zzap and Crash readership, but I would doubt that.

What we won't do is talk about the PCW Show, which I'm sure by now you are sick of reading about. Needless to say, since the show closed, software has not been in short supply. Most of it has arrived too late to review for this issue.

In the bundle of new releases was a familiar name, Track and Field. At last the arcade classic has made it on to the computer. Early plays have shown a well programmed game that should appeal to the sporting fans.

We introduce a new style review section, that we believe cuts the waffle and lets you know the good from the average, from the bad. Interesting to see that only one game gets our B.S.B. (Beg, Steal or Borrow) rating, and it's for the humbler C16, now there's a turn up for the book.

Anyway, enjoy the mag and we'll be back soon.

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FEATURES

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BIG IS BEAUTIFUL !!!

Hardened readers of our handbooks will no doubt be surprised to find that Issue 3 has grown into an A4 magazine. We have taken this step with mixed feelings, and no doubt some of you would have preferred that we had continued with the A5 size. However, we have detected a marked reluctance on behalf of certain retail outlets to stock anything other than A4

size and since the continued improvement of the magazines is dependant upon bringing the magazine to the widest possible audience, we felt we had little choice.

We are pleased however to find that the A4 magazine does present certain advantages in regard to style and layout, which we hope you will be able to detect in this issue. It also has major

advantages in regard to Advertising since most computer related advertising is geared to A4 size. No magazine can improve unless it is based upon a sound financial structure, and advertising revenue is a key element in this.

Although the book has been reduced to 64 pages of editorial content, this is the equivalent of 128 pages of A5, so we have

given you more for your money. We have also taken into account the views expressed by our mail order readership to a survey carried out in August. Certain articles have been omitted and either replaced with new articles or by more pokes, and hints.

We look to you, the readers, to tell us whether or not we have achieved the right balance.

BOOB SPOT

A couple of errors apparently creapt in to Issue 1. Michael Mooney has been hard at it to isolate the problems, and the following will hopefully solve them.

AIRWOLF

Since he doesn't have the original by looking at the program, try changing line 30 from

```
30 FOR I%=&1800 TO &1899 STEP4:
  READ A%:I%:NEXT
```

To.....

```
30 FOR I%=&1800 TO &1899 STEP4:
  READ I%:NEXT
```

and RUN as normal. Should work.

ELITE

Type in the following listing:

```
10 REM Elite Generator by...
```

```
20 REM Michael Mooney (c) 20/9/87
```

```
30 FOR A=&3000 TO &304B STEP 4
```

```
40 READ A:NEXT
```

```
50 FOR A=&3040 TO
```

```
&3100:2A=0:NEXT
```

```
60 MODE7
```

```
70 PRINT "Insert Disc or Tape and Press a
  key to Save Elite file":*FX15,1
```

```
80 Z=GET
```

```
90 *SAVE"E...H&D" 3000 3100 0000
  0000
```

```
100 PRINT "That's all folks"
```

```
110 END
```

```
120 DATA&4A635500,&5302485A
```

```
130 DATA&943577B7,&0020FF00
```

```
140 DATA&FFFFFFFF,&FFFFFF0000
```

```
150 DATA&FFFFFFFF,&FFFFFFFF
```

```
160 DATA&FFFFFFFF,&FFFFFFFF
```

```
170 DATA&FF7FFFFFFF,&00FF01FF
```

```
180 DATA&FF000000,&FFFFFFF00
```

```
190 DATA&FFFFFFFF,&FFFFFFFF
```

```
200 DATA&FFFFFFFF,&0030FFFF
```

```
210 DATA&DB720019,&00000000
```

Save it for future use and RUN it.

It saves out a commander called H&D and gives you.....

Elite Rating, all equipment, 255 ton cargo bay, 255 missiles, 255 tons of every cargo, 25.5 light years of fuel, 200,000,000 credits

and extra powerful pulse lasers kills with one shot!

Hope this helps, tried this with disc version, should work for tape version, same protection.

bbc

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If you do have a problem with an item in the magazine (ie. non working pokes), please ensure that you state for which item you are having difficulty, and we will do our best to answer any problems. Send your queries to "What Publications Query Dept." enclosing an S.A.E.

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GREMLIN'S NEW AND FORTHCOMING ATTRACTIONS

The A to Z of new Gremlin releases that are available now or in the near future.

ALTERNATIVE WORLD GAMES

Remember when the Olympic Games were free from diplomatic blunders and political boycotts? When sportsmen and women competed against one another for the sheer challenge and fun of it? Well, Gremlin have re-captured the very essence of this spirit in a comical new sports spoof - ALTERNATIVE WORLD GAMES.

Courteously guided through the menu by the resident parrot, up to eight players are each able to choose one of eighteen countries to represent. Once chosen, the parrot will pick a card showing the relevant country's flag on it. Throughout the game, this card will serve to illustrate that country's achievements.

As in all competitive sports, crowd support is very important, and in ALTERNATIVE WORLD GAMES, it's very much in evidence. Even the parrot provides enlightening squawks and screeches during the events. And the events.....

Each game takes place at a different location. You'll be sack racing in Naples, Boot throwing at the Colosseum, Pole climbing in Verona and Running up walls in Venice!!! After that, and if you can still stand the pace, try your hand at piling plates, jumping rivers, pogoing and pillow fighting.

Available on Spectrum 48/128K £7.99. Amstrad CPC and Commodore 64/128K cass £9.99 and disk £14.99. Atari ST £19.99

BASIL THE GREAT MOUSE DETECTIVE

In yet another exclusive licensing deal, Gremlin proudly present BASIL THE GREAT MOUSE DETECTIVE, Walt Disney's latest lovable character captured in this brand new adventure.

The player must rescue his good friend Dr. Dawson from the evil clutches of the dastardly Ratigan. Follow the clues which are strewn all over the buildings in Baker Street

in order to achieve your objective. Each of the three levels has five clues which will enable you to find the entrance to the next level. But can you distinguish between the real clues and the red herrings?

Complete with clues, the criminal fraternity of the rodent underworld and set in some of London's most famous locations, BASIL THE GREAT MOUSE DETECTIVE is quite simply elementary!

Due for release in October, BASIL THE GREAT MOUSE DETECTIVE will retail at £7.99 on the Spectrum and £9.99 cass and £14.99 disk on Amstrad CPC and Commodore 64/128K.

COMPENDIUM

Wacky Wacky Wacky, is the best way to describe Gremlin's new adaptation of the traditional board games compendium! Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink.

Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog.

Play snakes and hazzards - it's a scream! Real snakes wriggle across the board. Or perhaps the pub game where a rather drunk Tiddly Wink flips his beer glasses into the air for the rest of his long suffering family to catch!

Old favourites Ludo and Bingo, are not forgotten in this game for one to four players.

Available on Spectrum 48/128K £7.99, Amstrad CPC and Commodore 64/128K cass £9.99 and disk £14.99

DEFLEKTOR

No heroes. No foes. Only pure skill and technology. As you guide your lazer beams through a sea of danger, a pyramid of obstacles reflect it from mirrors, bounce it off walls and deflect it through lenses.

The players must forever calculate the angles, carefully judging the beam's path towards the home receiver. After that, another fifty nine levels of frustration and mind boggling intrigue.

Available for Spectrum 48/128K £7.99. Amstrad CPC and Commodore 64/128K cass £9.99 disk £14.99 and Atari ST £19.99

GARY LINEKER'S SUPERSTAR SOCCER

Another first for Gremlin with this fantastic sports simulation. Take the brain teasing demands of football management, the mysterious qualities needed for a team coach and add the explosive talents of a star striking centre forward and you've got GARY LINEKER'S SUPERSTAR SOCCER!! (without El Tel of course). It's billed as the most original and innovative approach to the game of football that's every bit as breathtaking, every bit as exciting as Gary Lineker, England's premier striker.

Available on Spectrum 48/128K £7.99. Amstrad CPC and Commodore 64/128K cass £9.99 disk £14.99 and Atari ST £19.99

MASK II

The second of Gremlin's exclusive MASK products, featuring every adolescent's hero - Matt Trakker, who appears on National TV every Sunday morning. Mask II has been portrayed and brings new depths to the adventures of the MASK team. This game includes four separate adventures within the one game.

The action is divided into two main challenges. Firstly, the alert section and the selection of your team and vehicles followed by completion of the four main missions, during which, the player must exercise expertise in choosing when to transform etc.

Mask II features exhaustive locations and vehicles, and is available on Spectrum 48/128K £7.99. Amstrad CPC and Commodore 64/128K cass £9.99 and disk £14.99 and MSX £9.99

MASTERS OF THE UNIVERSE - THE FEATURE MOVIE

He-Man, the most powerful man in the Universe, has been entrusted with the power of Castle Grayskull and all of the wisdom of the planet Eternia, to defend the Universe

against evil, lead by the villain SKELETOR.

Gremlin in turn, have been entrusted to produce a faithful reproduction of this forthcoming exciting feature film, for home computers. Join He-Man in this classic, good versus bad, arcade adventure. He-Man's Sword of Power is fused with the combined wisdom and strength of all the ancient Etemian elders. This will aid you in your fight against such villains as Evil Lynne, the sorceress and Beast Man and the savage first lieutenant of Skeletor.

Available on Spectrum 48/128K £7.99. Amstrad CPC and Commodore 64/128K cass £9.99 and disk £14.99

TOUR DE FORCE

At last, someone has come up with a sports simulation that captures International Grand Prix cycling.

The action takes place in five stages. Can you master the different techniques required to sustain your journey through five different countries - each with a terrain and backdrop to match the location?

Your main objective in TOUR DE FORCE is to win each leg, and then score the greatest number of points over the five legs. But can you stand the pace, because if you don't defeat the champ, you can't proceed into the next country. Things might seem to be going okay. Perhaps you're in the lead, but for how long? As the action begins to heat up, things begin to turn nasty. That American Wild Bill Stacey and Russia's Ivan Ivanoff won't be pleased to see you out in front. If you don't get kicked off first, the assortment of potholes, broken bottles and bales of hay that litter the course, won't speed you on your way either.

From the crack of the starter's pistol to the presentation of that coveted yellow jersey, it's all-out warfare. It all adds upto the world's toughest sporting event on computer, written with tongue in cheek.

Available on Spectrum 48/128K £7.99. Amstrad CPC and Commodore 64/128K Cass £9.99 and Disk £14.99

Phew!, we wonder if anyone else will be producing as much. No we didn't mean it US Gold!

Infinite lives/energy for you mouse fans from Victor Montefiore.

```
PAGE=&1100
10 REM Templeton Cheat
20 REM Victor Montefiore, 14, London
30 REM Thanks Michael !
40 C%=0:FOR1%=&2000TO&204FSTEP4:READA%:1
  %=A%:C%=C%+A%:NEXT
50 IFC%<>&34CB93BDTHENPRINT"ERROR":END
60 *K.OLOAD"TEMPLE":M210CALL&2000:MRUN:M
70 *FX138,0,128
```

```
80 DATA &20A01EA2,&A2FFF720
90 DATA &2030BC00,&00A2488A
100 DATA &F4208AA9,&E8AA68FF
110 DATA &D0204FEC,&4F4C60EC
120 DATA &54204441,&4C504D45
130 DATA &31203245,&0D303031
140 DATA &0D444C4F,&3F363733
150 DATA &39333226,&41263D45
160 DATA &263F3A44,&36323532
170 DATA &520D303D,&000D4E55
```

TEMPLETON



TIGER MISSION

Robert Troughton gets this by the tail.

The following listing gives INVULNERABILITY to bullets - and everything else that's deadly. Just type it in, SAVE it onto a blank tape or disk (if you want) and RUN it. When 'PRESS PLAY ON TAPE' appears, do just that. While the game is loading, the screen will be visible - and the border won't flash. This is NOT an error!

NOTE: A very similar listing to mine appeared in COMMODORE USER (though it was twice as long), but there was one big problem - it wouldn't work!

```
100 DATA 32,44,247,169,244,141,97,3
110 DATA 169,126,141,219,3,32,108,245
120 DATA 169,76,141,239,2,169,34,141
```

```
130 DATA 240,2,169,192,141,241,2,76
140 DATA 167,2,169,0,141,201,114,141
150 DATA 208,114,76,16,8,-1
160 X=49152
170 READA: IF A=-1 THEN 190
180 POKE X,A: X=X+1: GOTO 170
190 SYS 65371
200 PRINT TAB (1) "TIGER MISSION:
  INVINCIBILITY"
210 PRINT TAB (7) "ROBERT
  TROUGHTON:AUG '87"
220 SYS 49152
```

A mean Robert Troughton routine.

This game isn't too bad, though a little frustrating at first. But, like a lot of games these days, it gets better as you go along. Anyway, here's a cheat to give you UNLIMITED LIVES - and there's 2 ways of entering it.

1) The non reset method:
Here's how Non Reset owners can enter the cheat. Just enter:
POKE 43,3: LOAD - wait for the first bit to load. SYNTAX ERROR should appear, allowing you to enter:
POKE 43,1
15 POKE 18535,128
RUN

now wait for the last bit to load. The game will start automatically.
2) The Reset method:
And here's how you lucky reset owners can use the cheat. LOAD the game and RESET the computer. Now enter:
POKE 18535,128
SYS 19723
It's as easy as that!

VIDEO MEANIES

Get mean thanks to Peter Clarke-Ward.

This tip makes the high scorer cheat more difficult to put your name up on, and hopefully makes the player work harder to get a high score! When loaded, press Runstop/Reset to get into Monitor and type :

```
>5408 6A 6B D7 5F 5B 75 D2 7D0
(return)
>54C8 74 74 7B (return)
>54B0 76 (return)
>54A0 74 75 76 (return)
>5488 77 77 (return)
>5478 74 75 78 79 (return)
>5460 79 7D (return)
>5450 74 75 7B (return)
>5438 7B 77 (return)
>5428 74 75 7C 78 (return)
>5410 7D 7D 7D 7D 7D 7D D2 (return)
Then type X and press Return then Type
SYS 6680 and press Return and F1. The
game will now play
```

3D SKRAMBLE

Martin Pugh (C64) scrambles one: First enter this short listing (save it for future use if you so require)
0 REM 3D SKRAMBLE CHEAT PROG (C)
H M PUGH SEPTEMBER 1987
1 FOR I=39000 TO 40960
2 IF PEEK (I)=32 THEN POKE I,0
3 NEXT
4 IF PEEK (9541)=162 THEN SYS 9541
5 FOR X=49152 TO 49187
6 READY: C=C+Y:POKE X,Y: NEXT
7 IF C=4309 THEN POKE 157,128:SYS

```
49152
8 PRINT "ERROR IN DATA"
9 DATA 32,86,245,169,19,141,248,3,169,
  192
10 DATA 141,249,3,76,167,2,72,77,80,169
11 DATA 173,141,201,109,141,117,38,32,
  ,94,166
12 DATA 32,142,166,76,174,167
Now type RUN (return)
and follow on-
screen prompts
(you will have to
wait for a few
seconds though)
```

WHO DARES WINS II

A cheat from Matthew Scott:

Go to the side of the screen and you will be invincible.

hints

BARBARIAN

David Warrington (Sp) gives help to all you macho men.

Getting your head kicked in in Barbarian! Well I have a few tips for you!

When you fight the enemy, always roll forward and get your enemy in the corner. Now do two rolls and then kick, keep on repeating this process until your enemy is dead. Do this on all levels, but Level 7 will be a bit harder!

When you face the Wizard, jump his first fireball, then roll forward and the Princess (Maria Whittaker) will lie by your feet! And now you are the Champ.



DEATHWISH 3

Who could wish for more, it's Scott Moore (C64).

Riots occur in rooms with a skin-head sitting at a table. Shoot the table and the thug, and the riot will have finished. Inside buildings, there are sometimes windows. Walk over to them and shoot out of them. More points are earned by shooting out of windows than in the street. Don't shoot the police or else you will lose points. Shooting at them too often results in them firing at you.



BLACK MAGIC

Scott Moore magic (C64).

Experience points needed to be gained to advance to higher magic classes. These are:
 Apprentice - the starting class. The Blink and Vanish spells can be used on this level.
 Wizard - the second class, and now the spells Chill and Trap are added.
 Sorcerer - on this, the third class the Fire and Conjure spells can be used.
 Necromancer - the highest class and now the spells Fear and Bolt are added. Spells avail-

able are:

- Blink - transports you to another spot which is usually to the left of where the spell was cast.
- Vanish - makes you invisible, but during this period, you can't shoot, pick up objects or cast any spells.
- Chill - freezes water and all nasties apart from the spitting plant.
- Trap - makes a trap appear between you and the enemy.

- Fire - burns the area, killing all demons (also thaws out a Chill spell)
- Conjure - there are three options. Once cast, you can choose heal (giving 1 health point), food (makes a food item appear) or arrows (makes a box of arrows appear).
- Fear - makes the demons afraid of you, and so they keep their distance.
- Bolt - lets you shoot through walls.



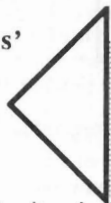
ARKANOID A Matthew Phillips' (BBC) hint

It is possible to slow down the game by pressing 'DELETE' & 'COPY' together. To restart a game press 'DELETE' 'TAB' & 'CTRL' together.

Paul Tang (BBC) breaks out. Some help on early levels.

- Level 1: An easy but very frustrating level. Concentrate on one area of the wall (if possible!!) and hope the bolt enters behind the wall. Hope for a Disrupt Capsule, then a Laser capsule.
- Level 2: Again, try deflecting the bolt behind the wall. Hope for a Disrupt or Laser Capsule.
- Level 3: At the beginning, move your craft slightly to the right so that the bolt hits the far right

- block. This makes it easier for the bolt to enter and hit the upper bricks. If any capsules are released, take them, especially the 'grab and throw' capsule, as you will frequently find the bolt travelling back to you at a very fast speed.
- Level 4: As with Level 1 and 2
- Level 5: Very difficult. Try positioning the craft so that the bolt will pass the right leg of the alien and up to the top. Hope for a Disrupt capsule or a Laser capsule.
- Level 6: Very frustrating. As with Level 1.



GAUNTLET

Ian Dunlop (C64) has an interesting little cheat

In a two player game of Gauntlet, do the following if you are the Elf - Wait until your energy goes down to about 20 and eat the poisoned food. Your energy should then go up to 6000 or over. He's not tried it on the 1 player game to see if it works on that.



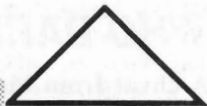
GAME OVER

Hints from BernardWood (Sp)

Instead of hitting a mine and dying, jump over barrels before you shoot them. When you come to the big green monster shoot and fire 9 grenades at him. When you get to the 3 monsters, you need 16 grenades for each one. When you go off the sheet, don't press anything; it will give you the code - 18024.



ARKANOID



Martin Pughs' in the army now.

If you are not having trouble with this Spanish masterpiece then stop here! Type in and save the following SHORT (!) listing:

```
0 REM ARMY MOVES CHEAT PROG. (C)
H M PUGH JULY 1987
1 FOR X=53244 TO 53260
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=1770 THEN POKE 157,128: SYS
53244
4 PRINT "ERROR IN DATA"
5 DATA 32,86,245,169,208,141,148,4,96
6 DATA 169,173,141,36,40,76,5,1
Now type RUN (return) and follow on-screen
instruction to load and run the game with
infinite lives (but it also has the rather strange
side effect - every time you die you advance
a level).
```



ARMY MOVES



Or try this Robert Troughton 255 lives effort:

```
If you get bored with my listing that let you go
onto the next level after losing a life, use the
listing below instead. It gives you 255 lives
to play with. Just type it in, and RUN it.
10 DATA 198,157,169,0,162,1,168,32
20 DATA 186,255,32,189,255,32,213,255
30 DATA 169,208,141,148,4,96,169,255
40 DATA 141,12,40,76,5,1,-1
50 X=53231
60 READA: IF A=-1 THEN SYS 53231
70 POKE X,A: X=X+1: GOTO 60
```

BEAMRIDER

Beam me up Robert Troughton.



Here's a cheat for this ace blaster from Activision (re-released by Firebird). Unfortunately for some, it works only on the FIREBIRD version. Just type it in, RUN it and PRESS PLAY as prompted - the game will now load and run with UNLIMITED LIVES.

```
100 DATA 169,1,168,170,32,
186,255,169
110 DATA 0,32,189,255,32,213,
255,169
120 DATA 7,141,225,3,169,32,
141,226
130 DATA 3,169,64,141,228,3,
169,36
140 DATA 141,227,3,96,141,32,
208,169
150 DATA 173,141,243,160,96,
-1
160 X=16384
170 READA: IF A=-1 THEN
SYS 16384
180 POKE X,A: X=X+1: GOTO
170
```



AIRWOLF

Take to the air with Aaron Gale's help.

```
1 POKE 7150,234
POKE 7151,234: Infinite lives
2 POKE 7550,0: Infinite lives
3 POKE 7838,96: No Nasties
4 POKE 5918,X:X=Lives
5 SYS 4736
```



ARKANOID



(tape version) A Michael Mooney routine:

```
Type in the following listing and
save it for future use.
10 REM Arkanoid Cheat by.....
20 REM Michael Mooney (c) 20
/9/87
30 REM Cheat gives infinite
lives,
40 REM immortality, laser fire.
50 REM Thanks to Victor M.
60 FOR A=&620 TO &669
STEP 4
70 READ!A:NEXTA
80 DATA &AA8D4CA9,&BD3
2A974
90 DATA &06A974AB,&4C74
```

```
AC8D
100 DATA &EAA9745D,&8D
1C5A8D
110 DATA &5E8D1C5B,&1C
5F8D1C
120 DATA &8DA9A9EA,&52
A91881
130 DATA &A918848D,&171
C8DA5
140 DATA &AA8DA2A9,&8D
CAA974
150 DATA &A0A974AB,&4C
74AC8D
160 DATA &725474AA,&796
C6C6F
170 DATA &00000021
```

Then place your copy of Arkanoid fully rewound into the cassette deck. Type RUN (return) followed by..... PAGE+&1900 (return) LOAD"ARKANOID: (return) When the file has loaded type..... 160*L."ARKLOAD" (return) 165CALL&620 (return) And type RUN (return) The game will load as normal, giving you infinite lives, immortality, laser fire and MORE!

BATTY

One for this YS give-away from Donald Hay.



```
Here is a poke for BATTY 255
lives:
10 CLEAR 60000
20 LOAD""CODE
30 POKE 65201,205: POKE
65202,89: POKE 65203,254
40 FOR F=65113 TO 65120:
READ A: POKE F,A: NEXT F
50 DATA 62,255,50,17,173,195,
233,255
60 RANDOMIZE USR 64753
```


LAST NINJA

Richard Hunton and John McNiffe, (C64) give a playing guide to this System 3 classic.

To all the people who are looking for the sleeping potion on Level 1, I have some bad news - it's not there!

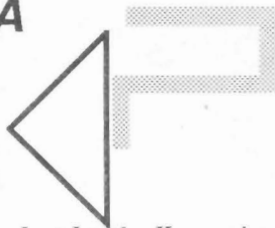
First, get the smokebombs from the rock near the swampland, then cross the swampland. Get all the weapons you need, then get to the dragon stand at the foot of the cave and throw it. The dragon will slump to the floor. Walk past.

Level 2 (the Wasteland) - Get the claw of the lion's paw and get to the rock wall (have no weapon held). After you have cleared the narrow cliff there is a wall. You must walk backwards (have no weapon held) and climb down. Watch for the missing brick. Now cross the water and get the glove and the Ninja magic. Now go back and get to the swamp. Cross it quickly, get the staff and run to the lions. If you stop glowing, go back and get the magic again.

Level 3 (the Palace Gardens) - When you go forward two screens, you get a choice between forward and go right. Go right, get the amulet off the head and go back. Get the apple and keep going until you see a rose. Pick up the rose (remember to hold the glove before you do so). Now head towards Buddah somersaulting over the little stream, set your weapons to zero, and give Buddah the amulet.

Level 4 (the Dungeons) - I do not need to write anything here. All you must do is get the apple and the rope. Use the rope to escape up the ladder.

Level 5 - Collect the apple and use the key to get into the Palace. Then get to the statue, hold nothing, and pass as close as you can to the statue. Now pass him and get the Ninja magic. Then cross the deadly carpet.



Last Level - Keep going down four screens and get the potion. Go back two screens and open the Dog Room by touching the furthest vase with the rose. To pass the dog, hold the potion and fire it at him (use it like the bombs). Once past the dog, it is the archer. To pass him, step on the brown spots. Now you must kill the Shogun. Keep hitting him with jabs to the head with the sword. Once he is dead, go to the scroll room and somersault into the middle and get the scrolls. Well Done!

INTO THE EAGLES NEST

High score cheats from Kevin Postlethwaite (Sp)

Type in codes when a high-score is achieved.

Das CHT - infinite hits
Das NME - no enemy
Das Map - for map mode
Map off - switch off mape mode

HERO

Want to be one, well here's Scott Moore (C64) to aid you.

When placing dynamite, remember to move well away. On later levels you will find red rock which is fatal to the touch. When planting dynamite near red rocks, keep away, but close enough for the dynamite to do its job. On some screens there are lanterns which, when touched, darken the room. To be able to see, plant a stick of dynamite to lighten the room.

KIKSTART 2

Help to start courtesy of Scott Moore. (C64)

Sand needs to be driven over slowly. Mud slow you down. Both sand and mud can be jumped over. Bricks can be travelled over at just less than top speed. Tyres and barrels need to be ridden over fast. Be careful on night courses as some obstacles are hard to see.

IMOGEN

Michael Mooney (BBC) Follows on from last issue.

Screen I - Duck-Egg-Blues
Go right and collect small

egg. Go left and climb level with large egg. Throw small egg at large one. Repeat this until the large egg falls to the floor. Go left using the large egg. Climb the rope and wait for the bird to come along. Pick it up by falling in its path. Change into bird and fly up and collect crystal.

Screen J - Pavlov-Was-Here
Climb rope on the left and go left. Collect drum stick. Go right and climb down rope. Fall off and push bell onto the floor. Push into the far right screen. Hit bell with drum stick. Dog salivates and opens door. Collect crystal.

Screen K - Tender-Hooks
Go to the far left and collect the weighted hoop from the seal using the magnet. Go right and climb the far right rope. Go right at top of screen. Throw hoop onto the ring. Climb down and collect hoop and jump off onto the right. Throw hoop onto the ring on the right. Climb across to the screen on the right and collect crystal.

Screen L - Babboonacy
Go left and collect ball. Go right and drop onto monkey. Quickly go left and get another ball. Go right quickly and jump over the monkey. Go right past the three monkeys. Go to stone barrier. Throw ball at it and collect crystal.

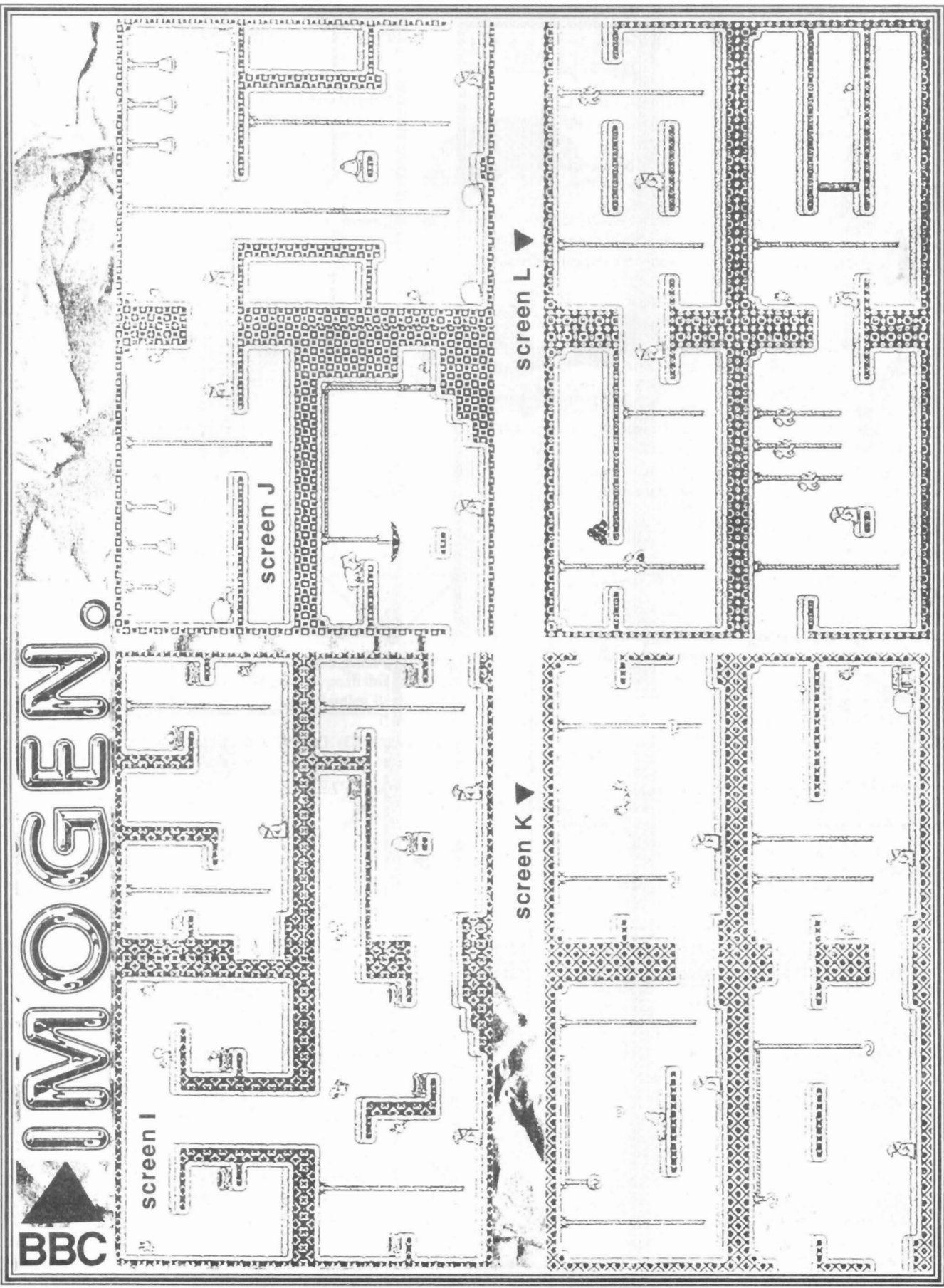
Screen M - Applesource
Go right and climb rope, get past

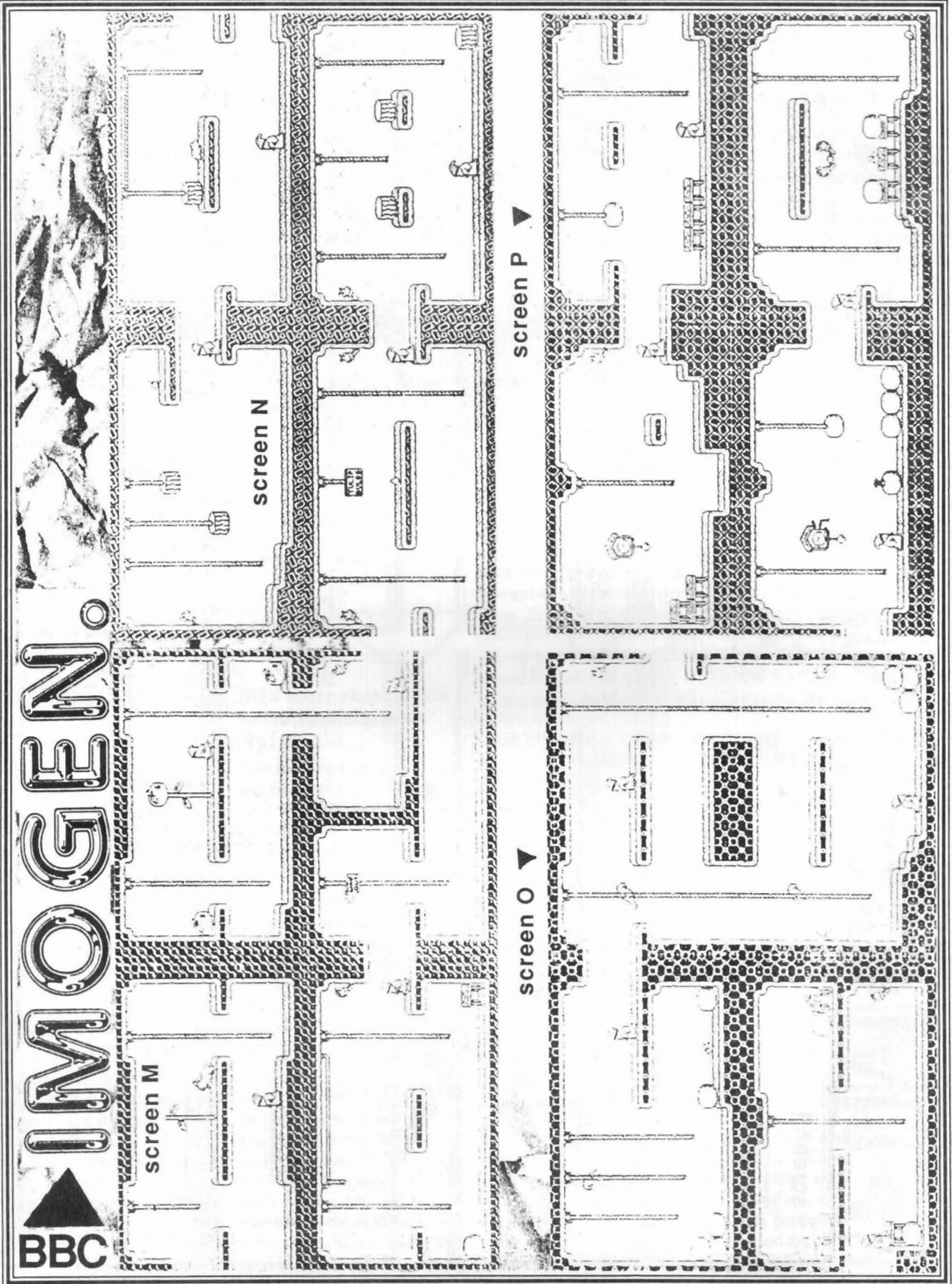
rabbit and go left and then up. Climb plant holding the apple and push off into the screen below. Go down and push the apple under the 'Way Out' sign. Climb onto apple and climb rope. Go left and collect crystal.

Screen N - Hamster-jam
Climb far right rope and go left. Get the tulip bulb and go left. Climb onto rope holding the rock, let it drop and squash the hamster. Plant the bulb in hamsters remains and climb the tulip plant and go left. Collect crystal.

Screen O - Fire-Works
Climb rope on the right and go right on the screen above. Collect torch and burn the table on the rock. Go left and down. Burn rope with the parrot on. Climb rope up and jump gap and collect crystal in the far left room.

Screen P - Time-Flies
Go right and collect egg timer. Go left and climb onto rock. As wizard holds egg timer; the rock will fall. Go left and climb on tables. Jump off starting clock pendulum. Collect Cuckoo and go right. Climb onto broken clock and as wizard, insert Cuckoo into it. Start clock by hitting pendulum. Cuckoo cuts rope and the rock falls. Go right and climb down on the far right rope. Fall and get crystal.





CAULDRON 2

A witches brew from David Pickles

10 ' CAULDRON 2 - TAPE
 20 '
 30 ' INFINITE LIVES
 40 '
 50 ' RUN THIS PROGRAM
 60 ' REWIND TAPE TO THE START
 70 ' PRESS PLAY
 80 '
 100 MODE 0
 110 FOR Z=0 TO 15:READ X:INK Z,X:NEXT
 120 DATA 0,15,26,13,24,9,18,25,17,1,2,16,4,8,3,14
 130 A=&BE80
 140 READ B\$:IF B\$="XX" THEN CALL &BE80
 150 POKE A,VAL("&"+B\$):A=A+1:GOTO 140
 160 DATA 21,00,C0,11,00,40,3E,33,CD,A1,BC,21,00,18,11,00,40,3E,33,CD,A1,BC,21,00,
 48,11,6B,59,3E,33,CD,A1,BC,21,00,C0,11,80,39,3E,33,
 CD,A1,BC,21,F2,C1,36,00,21,27,C4,36,5,C3,00,C0,XX

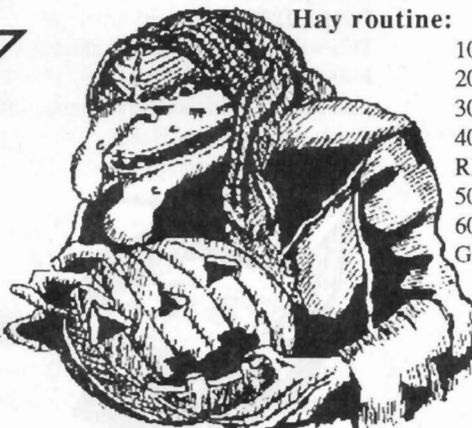
ams

BEAM RIDER

You'll be beaming thanks to this Donald Hay routine:

10 CLEAR 27999
 20 LOAD ""CODE 16384
 30 POKE 23303,190
 40 FOR F=23350 TO 23356:
 READA:POKE F,A: NEXT F
 50 RANDOMIZE USR 23296
 60 DATA 175,50,65,199,195,80,195
 Gives Infinite lives.

spec

**BUBBLER**

We're for ever blowing bubbles, with help from Donald Hay.

10 PAPER 0: INK 0: BORDER 0: CLS
 20 LOAD "" CODE
 30 FOR F=61455 to 61462:READ A:
 POKE F,A: NEXT F
 40 DATA 62,N,50,41,223,195,0,94, (where
 N=No of lives) or
 40 DATA 62,183,50,170,224,195,0,94
 (infinite lives)
 50 RANDOMIZE USR 32768
 60 PRINT AT 0,0: LOAD ""CODE:
 RANDOMIZE USR 61440
 Only enter one line 40 depending what you
 require.

CRYSTAL CASTLES

Martin Pugh delves into his crystal ball.

This arcade game is about 2/3 years old, and why US Gold bothered re-releasing this version, I will never know. Type in this listing and save it for future use. It will give you infinite Bentley Bears.

O REM CRYSTAL CASTLES CHEAT PROG. (C) HM PUGH
 1987 (THE HOLYWELL HACKER)

1 FOR X=320 TO 359
 2 READY: POKE X,Y: NEXT
 3 SYS 320
 4 DATA 32,44,247,32,108,245
 5 DATA 169,83,141,251,2,169
 6 DATA 1,141,252,2,76,229
 7 DATA 2,169,96,141,103,5
 8 DATA 169,1,141,104,5,76
 9 DATA 0,4,169,165,141,152,162,76,23,128

Then just type RUN (return) and follow on-screen instructions to load and run the cheat version.

DEATH STAR INTERCEPTOR

C64

Martin Pugh (C64) evades death:

First enter this short listing (save it for future use if you so require).
 O REM D.S.I. CHEAT PROG. (C) H M PUGH SEPTEMBER
 1987
 1 FOR X=49381 TO 49802
 2 READY:C=C+Y: POKE X,Y: NEXT

CRAZY COASTER

Go crazy thanks to Martin Pugh.

Load the game and when it has finished loading and 'Crazy Coaster has loaded and is ready to play!' appears on the screen, then reset quickly (NB, you must reset it when it is still on the screen, otherwise the game will crash). Now enter this poke:
 POKE 7787,189 (return)
 This will give you infinite lives
 SYS 39634 (return) will start the game.

3 FOR X=320 TO 340
 4 READY:C=C+Y: POKE X,Y: NEXT
 5 IF C=3950 THEN POKE 157,128:SYS 49381
 6 PRINT "ERROR IN DATA"
 7 DATA 169,192,141,41,3,32,86,245,169,64
 8 DATA 141,189,2,169,1,141,190,2,96,72
 9 DATA 77,80,169,77,141,38,57,169,1,141
 10 DATA 39,57,76,1,57,169,0,141,132,59,76,0,48
 Now type RUN (return) and follow on-screen prompts to load and run the game with infinite shields.

The Expert Way

Introduced By Martin Pugh

Welcome to The Expert Way. This month sees the first batch of reader cheats, which I hope will be the first of many. This month's column contains cheats for over 20 top games, including cheats for Revange 2, Zolyx, Deathwish 3 and Head Over Heels. Well, what are you waiting for, get cheating!
H M Pugh

THE INSTRUCTIONS

Insert Instructions here! before printing See Issue 2. Expert Column or failing that copy, the instructions from Issue One's Expert column (Page 58)

GALVAN (Imagine)

At Step 7
F 778A 778A AD (return)
This will give you infinite lives
Continue as Normal

BOBBY BEARING (The Edge)

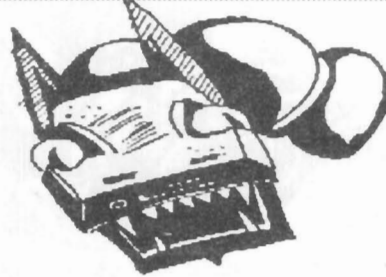
At Step 7
F 9BB8 9BB8 AD (return)
F 9BA2 9BA2 BD (return)
This will give you until infinity to rescue your brothers and your brat of a cousin.
Continue as Normal

SCARABAEUS (Ariolasoft)

Forget steps 3 and 5 (load the game with The Expert in the 'on' position)
At Step 7
F CC00 CC00 60 (return)
This will give you infinite energy
F ESAD ESAD 60 (return)
This will give you infinite time
Continue as Normal

HEAD OVER HEELS (Ocean)

Do Steps 5 and 6 during gameplay
At Step 7
F 91E1 91E1 00 (return)
This will give Heels infinite shields
F 91E8 91E8 00 (return)
This will give Head infinite shields
F 7A9A 7A9A 00 (return)
And finally.....this will give you an infinite supply of Heads and Heels
Continue as Normal



MAG MAX (Imagine)

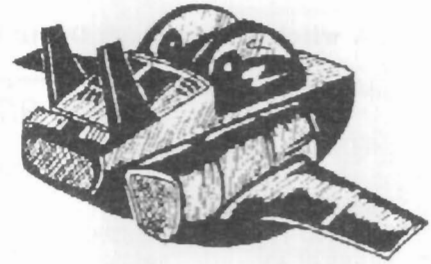
Do Steps 5 and 6 during gameplay
F 17F1 17F1 XX (return)
This allows you to choose the number of lives you want (where XX ranges from 00 (0) to FF (255)
F 2F39 2F39 00 (return) OR this will give you infinite lives
Continue as Normal



MRS MOP (Reaktor - Ariolasoft)

At Step 7
F EB38 EB38 2C (return)
This will give you an infinitely stronger back
Continue as Normal
GUNSTAR (Firebird)
Do Steps 5 and 6 during play (not on title screens)
At Step 7
F 20BZ 20BZ AD (return)

F 20C4 20C4 00 (return)
This will give you infinite lives
Continue as Normal



JOE BLADE (Players)

Forget Step 3 and start loading the game as normal but after a short while it will jump into the monitor at which time you should type R (return) and the game will now load. When the game has loaded do Step 6.
At Step 7
F CC2C CC2C 00 (return)
This will give you infinite time to prime the bomb
F C943 C943 00 (return)
This will give you infinite keys
A 0C24 LDA#\$00 (return)
A 0C26 NOP (return twice)
This will turn off sprite collision - however you can't kill anything
Continue as Normal



TOAD FORCE (Players)

Repeat the process for Joe Blade (above as it uses the same loader.
At Step 7
F 2FB8 2FB8 AD (return)
This will give you infinite liquid hydrogen (Lq H2)
F 2C62 2C62 AD (return)
This will give you infinite oxygen (O2)
F 2C58 2C58 AD (return)
This will give you infinite Pu
And finally.....
F 2E34 2E34 AD (return)
This will give you infinite power
Continue as Normal

CRAZY COASTER (Players)

Repeat procedure for Joe Blade/Toad Force (above)

At Step 7

F 1E6B 1E6B BD (return)

This will give you infinite lives

Continue as Normal

SIGMA SEVEN (Durell)

At Step 7

F 43F9 43F9 AD (return)

F 5216 5216 AD (return)

F 6897 6897 AD (return)

F 6D66 6D66 AD (return)

These cheats will give you infinite lives

Continue as Normal

MOTOS (MAD-Mastertronic)

Use the 'N' reset instead of the P reset (Step 2)

At Step 7 (once program has been de-crunched - it uses The Expert)

F 814B 814B 00 (return)

This will give you infinite wings (you need to get one to activate it)

F 80F4 80F4 00 (return)

This will give you infinite pills (you need to get one to activate it)

F 8284 8284 00 (return)

This will give you infinite lives

Continue as Normal

KINETIK (Firebird)

At Step 7

F 6071 6071 00

This will give you infinite lives

Continue as Normal

ZOLYX (Firebird/Activision)

At Step 7

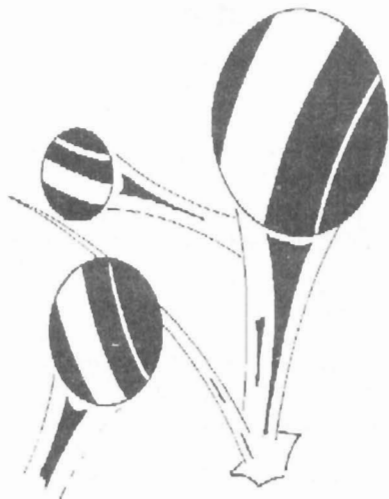
F 1562 1562 AS (return)

This will give you infinite lives

F 1771 1771 XX (return)

This allows you to choose the starting level (XX is the level you choose in Hex)

Continue as Normal

**REALM (Firebird)**

Use the ESM button at Step 6 (do step 5 ingame)

F 703D 703D XX (return)

This allows you to choose the number of lives you require at game start (XX ranges from 00(0) to FF (255))

OR F 814F 814F AS (return) alternatively this will give you infinite lives

Continue as Normal

CRYSTAL CASTLES (US Gold)

At Step 7

F A298 A298 A5 (return)

This will give you infinite lives

Continue as Normal

And now for some cheats from the readers. All these reader pokes come from Mike Robertson (Knight Rider) and Ady Fennel (Sputnikn) of Formby Cracking Group - Thank you.

**DEATHWISH 3 (Gremlin Graphics)**

When you do Step 5 the program will jump straight into the monitor allowing you to enter the cheats:-

F 5738 5738 ES (return)

This will give you infinite energy

F 52SE 52SE AD

And this will give you an infinite supply of ammo

Now either save it by typing Z"DW3" (return) OR just crunch it by typing Z""(return) and when the cursor reappears type R (return) and then turn The Expert to the 'off' position. The game will now start.

SNAP DRAGON (Bubblebus)

At Step 7

F 21D5 21D7 EA (return)

This will give you infinite energy

Continue as Normal

PROHIBITION (Infogames)

This cheat hasn't been tested, but it should work.

At Step 7

F C501 C502 EA (return)



Your enemies will not shoot back
Continue as Normal

VAMPIRE (Mastertronic)

This cheat also hasn't been tested, but it should work.

At Step 7

F 2116 2116 AD (return)

F 2120 2120 AD (return)

F 28FS 28FS AD (return)

These will give infinite energy

Continue as Normal

SLAPFIGHT (Imagine)

The last 3 cheats for this game are mine!

At Step 7 (Do Steps 5 and 6 on the title screen)

F 21C6 21C8 EA (return)

This will make you invincible and you can still pick up the stars (very handy!!)

F 0B3F 0B3F XX (return)

This allows you to choose the number of lives you require.

OR F 27FF 27FF AD (return) alternatively this will give you infinite lives

F 0CE3 0CE3 AD (return)

And finally, this will make all sprites and bullets speed up considerably.

Continue as Normal

REVENGE OF THE MUTANT CAMELS 2 (MAD-Mastertronic)

At Step 7

A 0DF7 JMP \$ 0E00 (return) (return)

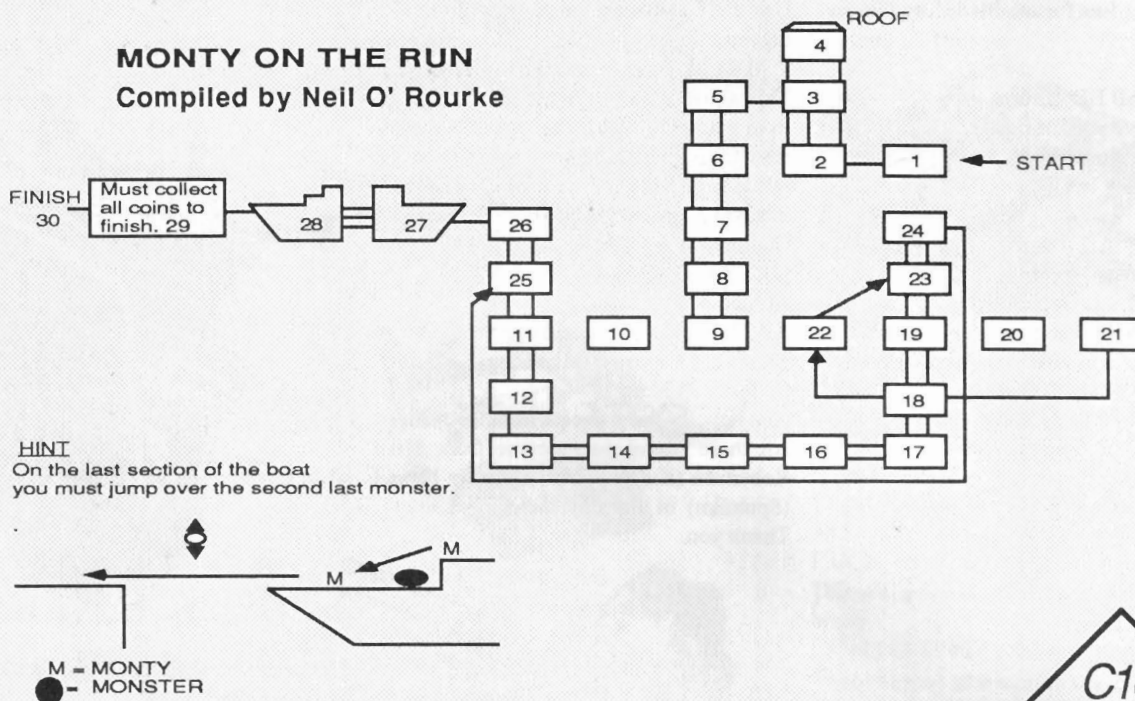
this will give you infinite energy

Continue as Normal

THE END

See you next month, same place, same time!
Don't forget to keep those Expert cheats rolling in.....

MONTY ON THE RUN
Compiled by Neil O' Rourke



SOLOMON'S KEY

C64

Martin Pugh (C64) unlocks the door.

First enter this short listing (save it for future use if you so require)
0 REM SOLOMONS KEY CHEAT PROG. (C) H M PUGH
SEPTEMBER 1987

- 1 FOR X=384 TO 408
- 2 READY: C=C+Y:POKE X,Y: NEXT
- 3 IF C=3063 THEN POKE 157,128:SYS 408
- 4 PRINT "ERROR IN DATA"
- 5 DATA 169,141,141,91,1,169,1,141,92,1
- 6 DATA 76,21,1,169,165,141,165,8,76,15
- 7 DATA 8,72,77,80,32,104,225,169,128,141
- 8 DATA 134,9,76,16,8

Now type RUN (return) and follow on-screen prompts to load and run the game with infinite lives.

C16

SKY HAWK

Take to the skies with Simon Mayors help.

- For extra lives (about 2000)
- 1. LOAD SKY HAWK AS INSTRUCTED
- 2. RESET COMPUTER
- 3. TYPE IN:
POKE 7811,255
SYS 4179

ZAGAN WARRIOR

C16

A Chris Archer (C16) routine

To stop getting killed - Reset and Type in M1540 2C in place of CE
This won't stop your time running out.

ARCADE CLASSICS

C64

A classic Martin Pugh (C64) effort:

Load the game and reset the computer in the normal way and then enter these:-

- POKE 4136,0-255 (return)
This allows you to choose the number of lives you require on Space Invaders.
- POKE 4166,173 (return)
This gives you infinite lives on Space Invaders.
- POKE 19463,0-255 (return)
This allows you to choose the number of lives you require on Asteroids.
- POKE 19701,165 (return)
This gives you infinite lives on Asteroids.
- POKE 22418,169 (return)
- POKE 22419,0 (return)
- POKE 22420,234 (return)
This will turn off sprite to sprite collision on Asteroids.
- SYS 31506 (return) will restart the games.

DANGER ZONE

Peter Clarke-Wards a danger with these pokes:

When loaded press Runstop/Reset to get into Monitor. Then type >1791 A9 EA and press return. Then type X and press Return again and then type SYS 4112 and press Return to play. This gives extra lives.

C16

FIRETRACK

A Paul Tang cheat. Only attempted on disc.

bbc

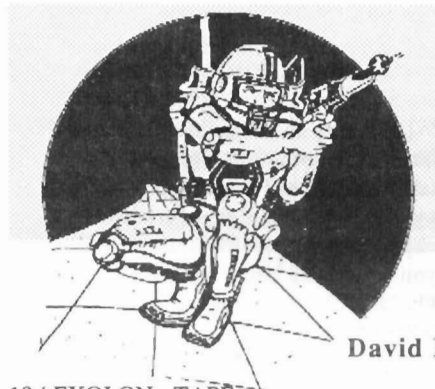
When the game has loaded, press Shiftlock, f0, f9, Copy, and Space Bar all at the same time. The game will commence but will freeze. Now press Escape and then press Space Bar to play. This gives you about 60 ships and also lands you in 'Mallworld : Enola', which is the penultimate stage of the last level.

FRENESIS

An Aaron Gale routine:

C16

0 RESET
1 POKE 13477,19: Only the first digit has to be the same to clear Level!
2 POKE 10059,234
POKE 10060,234: Infinite lives
3 SYS 4608



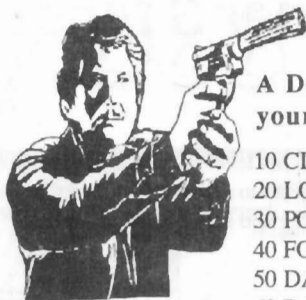
EXOLON

ams

David Pickles has the routine:

10 ' EXOLON - TAPE
20 '
30 ' INFINITE LIVES, GRENADES AND AMMO
40 '
50 ' RUN THIS PROGRAM
60 ' REWIND TAPE TO THE START
70 ' PRESS PLAY
80 '
100 MEMORY &3FFF
110 MODE 1:INK 0,0:INK 1,6:INK 2,18:INK 3,26:BORDER 0
120 LOAD"!LOADER",&4000
130 POKE &4152,&C3:POKE &4153,&80:POKE &4154,&BE
140 A=&BE80
150 READ BS:IF BS="XX" THEN CALL &4000
160 POKE A,VAL("&" + BS):A=A+1:GOTO 150
170 DATA 3E,00,32,59,11,32,25,2A,32,7A,1F,C3,00,01,XX

DEATH WISH III



A Donald Hay routine fulfills your wish:

spec

10 CLEAR 32767
20 LOAD""CODE
30 POKE 33028,205: POKE 33029,126: POKE 33030,130
40 FOR F=33406 TO 33418:READ A: POKE F,A:NEXT F
50 DATA 62,0,50,188,155,62,182,50,22,151,195,0,68
60 RANDOMISE USR 32768
Infinite ammo and energy

DR DESTRUCTO

An Adrian Davis routine:

5 BORDER 1: PAPER 1: BRIGHT 1: INK 7: CLS: CLEAR 24999
10 PRINT AT 12,6; "DR DESTRUCTO POKES"
20 PRINT AT 13,3; "HACKED BY A.C. DAVIS (C) 1987"
30 POKE 23739,82: POKE 23740,0
40 LOAD""SCREENS\$
50 PAPER 2: INK 2
60 PRINT AT 0,0;:LOAD""CODE 25026
70 PRINT AT 0,0;:LOAD""SCREENS
80 BORDER 0
90 POKE 39119,0:REM INVINCIBILITY
100 POKE 39136,0:REM INFINITE LIVES
110 RANDOMIZE USR 34147
The above pokes work for both players

spec

CRAZEE RIDER

bbc

Victor Montefiore goes crazee and gives you automatic qualification.

PAGE=&1900
10 REM Crazee Rider Cheat
20 REM Victor Montefiore, 14, London
30 C%=0:FOR 1%=&1600TO&169FSTEP4:READ A%:C%=C%+A%:!1%=A%:NEXT
40 1FC%<>&4A0662BBTHENPRINT"ERROR":END
50 *K.OLOAD"Crazeer":M260CALL&1600:MRUN:M
60 *FX138,0,128
70 DATA &A94856A9,&7FA948CD
80 DATA &58FE6E8D,&03A2C8A9
90 DATA &A2FFF420,&2016A092
100 DATA &0FA9FFF7,&F42000A2
110 DATA &40A978FF,&68FE6B8D
120 DATA &68FE688D,&A0FE698D
130 DATA &B94EA200,&684D1900
140 DATA &FE68EEFE,&99FE694D
150 DATA &DOC81900,&1635EEEE
160 DATA &CA1641EE,&A958E5D0
170 DATA &7085A880,&71850DA9
180 DATA &728500A9,&73858A9
190 DATA &729170B1,&E6F9D0C8
200 DATA &1073E671,&2014A9F3
210 DATA &13A9FFEE,&A9FFEE20
220 DATA &FFEE2002,&A9FFEE20
230 DATA &FFEE2000,&20FFEE20
240 DATA &3CA9FFEE,&4C1A7D8D
250 DATA &2E4C6300,&656D6147
260 DATA &31207F84,&0D303039

bbc

Road Runner 3 times around

ROAD RUNNER



Meep Meep now you little swine, with Scott Moore's help. (C64)

Level 1 - After a while, the coyote will come on a skateboard. To stop him getting you, wait until he is just behind you and then circle him. Cars will come on the screen and this gives an opportunity to kill coyote. He always follows you in the direction you are going, so you can lead him in the direction of the car.

Level 2 - First you will travel across a winding pathway as coyote travels on his rocket. On the left side of the path, he will travel across the screen moving lower each time. After he has travelled from left to right on the bottom path, run left on that path to proceed to the next part. You will come onto a maze, with the coyote on a pogo stick. The controlling is very fiddly, but the coyote doesn't catch you often, he just jumps randomly around the screen. The next part is rocks falling from the top of the screen. Keep to the bottom of the screen so you have ample time to avoid the rocks.

Level 3 - First you should come to a maze. to escape it, go to the first junction and follow these directions at the other junctions: DOWN, DOWN, UP, UP, UP, DOWN, DOWN, UP, UP, MIDDLE, DOWN, UP, DOWN, UP, UP, DOWN.

After escaping the maze, there will be some cannons firing at you but jump to avoid these

Level 4 - After avoiding the pieces of wood, coyote will come after you on a gyrocopter throwing homing bombs. These are hard to avoid, but there is one tactic. Run left and when the bomb has been thrown, run in the opposite direction. When the coyote has crashed the gyrocopter, there will be gaps in the road which must be jumped over.

Level 5 - This level is similar to the first level, but there is an added difficulty which is mines - they are fatal to the touch. However, these can be used to your advantage. Make coyote run into them for bonus points. Also you can jump over them for points. Another new item is shown on this level - the bottle of lemonade. Drinking this gives bonus points, but stops you while drinking it. The period of stopping usually results in a lost life, so gain a few seconds on coyote by letting him drink it.

Level 6 - This level is similar to the second, but with mines to add to the difficulty, making the pathway and maze sections harder.

ROAD RUNNER



The Playing Guide by Ashley Cotter-Cairns: (Ams)

One obvious problem with Road Runner is that when Wile goes off the screen, he uses his skateboard to catch up. This often means death if you're in a tight spot, so the obvious thing to do is to let him catch up every so often so that he can't vanish off the screen.

Wile on springs is a different kettle of fish altogether. He is quicker than you are and follows your course, so to avoid him, keep pausing and running around the obstacles so he follows you. He is quite difficult to avoid here, so persevere.

The van is both dangerous and useful. When you hear it warn you with its 'beep beep', get out of the way until its past, then run down so Wile hits the van. Wile, with this helipak, is not as difficult to avoid as he might seem, though he is annoying when you're trying to jump a chasm. While he lobs dynamite, however, just keep running forward, then backward and so on until you get to the first chasm. By now, Wile should have run out of ammo, if not, keep dodging until he does.

When trying to jump chasms, dodge about like you do for the springs section, and then take a run up and keep jump pressed. If he overtakes you in mid air, he drops you into the chasm. Also be careful not to slip off while you're dodging him.

On Level 3, when the path keeps changing course, if you get into the situation where Wile leaves the screen and you're in a dead end, it is possible that you can dodge back so he skids round. Wait at the top of the path until he is nearly upon you, then run down and right. Hopefully he won't get you. Then run back to the correct turning.

General tips; get all the corn and the lemonade. Use the mines to blow up Wile by running past then remaining level with them. Use the short cut only if you last died on a high level, and you want to get back, or if you died on level 1 last game you can gain an extra 400 points by using the short cut to get from level 1 to level 1 (collect the first 2 piles of corn first).

On the cannon section, staying at the top of the path often avoids the deadly cannonballs.

ROADRUNNER



Matthew Scott (Sp) runs in with some help:

Stage 1: Go for as much of the seed as possible. It will help your score and lives.

Stage 2: Stick to the bottom route, as it is a lot easier and a lot faster.

Stage 3: Here is the route to take: UP, DOWN, DOWN, UP, UP, UP, DOWN, DOWN, UP, DOWN, DOWN, UP, DOWN, UP, CENTRE, DOWN, UP, DOWN, UP, UP, CENTRE, CENTRE, DOWN, DOWN, DOWN, UP, DOWN, DOWN.

Stage 4: This one's the hard one, go to the middle of the screen and keep your finger on the jump button. You may have to eat a bit of the seed in the oil because once you die in the oil, you start from the beginning. Once through the oil, Wile E Coyote has a 'copter and drops dynamite, so never stay in the same place for too long. On the green parts keep your finger on the jump button and you can jump four. After that, you're on your own.

Stage 5: Watch out for the boxes with "X's" in the middle, as they blow you up. It's quite an easy one this, as it has the same landscape as Stage 1.

Stage 5,9,13 are the same as Stage 1

Stages 6,10,14 are the same as Stage 2

Stages 7,11,15 are the same as Stage 3

Stages 8,12,16 are the same as Stage 4

MENU

On the menu, hold down all the keys except 1,2,3,4,5 and 0 and the press space. If you fast forward the tape to the end and rewind upto the last part, the screen should say 'load runner'. Load in the last part to see what happens once you've completed the game. It's quite good really.

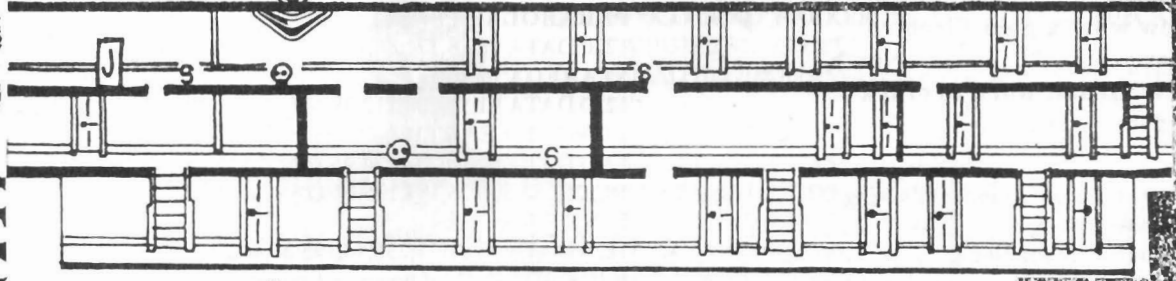
CHEAT MODE

On Level 1 hold down different combinations of keys and if you are lucky, you should get infinite lives.

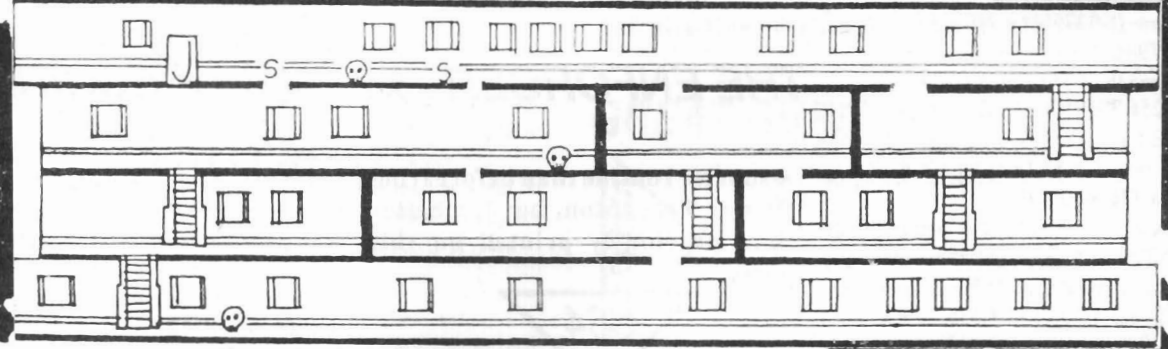
Scooby Doo

MAP BY
GRAHAM VASSIE

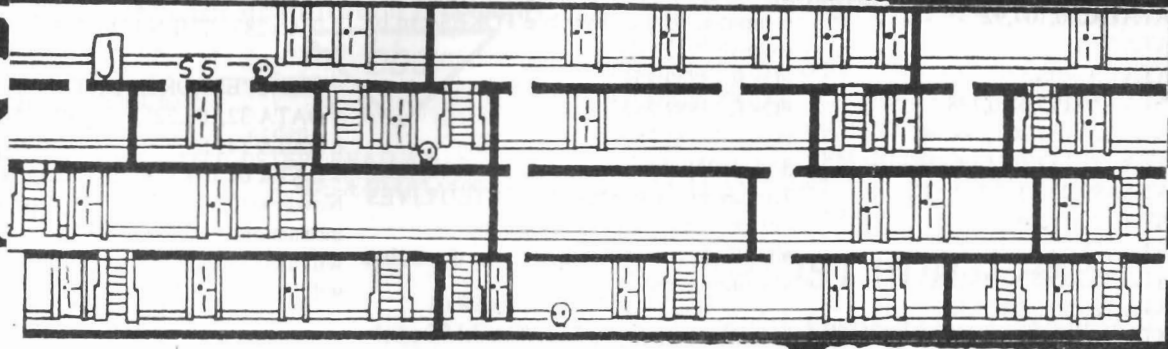
Level 1



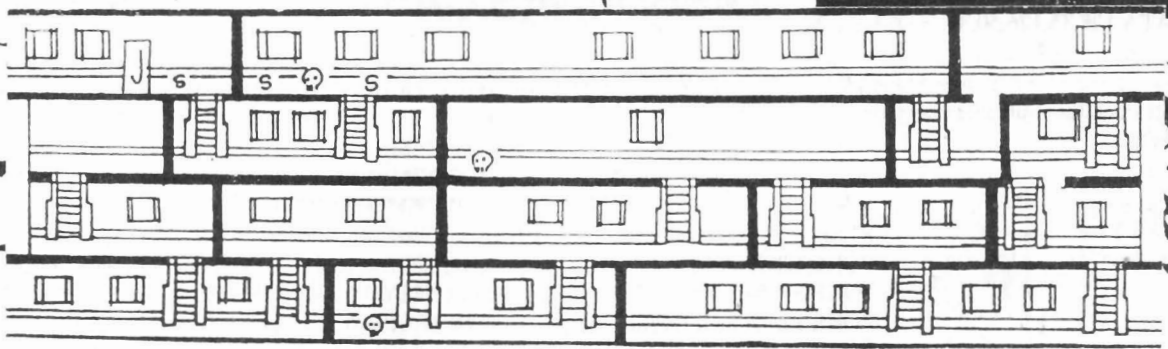
Level 2



level 3



level 4



S SNACK STAIRS DOOR WINDOW MEMBER OF GANG.

FIREBIRD SPECIAL

spec

S
P
E
C

We know what a pain Firebird games are to hack, but Jon North has been hard at work to crack the loaders.

All you have to do is type in the following loader and save it to tape.

```

10 REM Firebird by Jon North
20 LET t=0
30 FOR f=32768 TO 32876
40 READ a: POKE f,a
50 LET t=t+(f-32758)*a: NEXT f
60 IF t-679460 THEN STOP
70 FOR f=32877 TO 1e9: READ a
80 IF a>256 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-32867)*a: NEXT f
110 IF t-a THEN STOP
120 LOAD ""CODE: RUN USR 32830
1000 DATA 50,21,255,122,254
1010 DATA 46,192,62,50,50
1020 DATA 84,205,33,21,255
1030 DATA 34,85,205,62,195
1040 DATA 50,58,0,33,32
1050 DATA 128,34,59,0,195
1060 DATA 0,0,50,107,92
1070 DATA 33,114,128,17,0
1080 DATA 0,1,0,0,237
1090 DATA 176,195,61,0,128
1100 DATA 223,181,209,177,144
1110 DATA 141,139,151,206,198
1120 DATA 199,200,237,123,112
1130 DATA 128,62,205,50,84
1140 DATA 205,33,0,128,34
1150 DATA 85,205,33,109,128
1160 DATA 126,50,22,128,50
1170 DATA 28,128,50,31,128
1180 DATA 50,40,128,50,48
1190 DATA 128,35,126,50,42
1200 DATA 128,35,126,50,39
1210 DATA 128,195,0,205

```

Then enter relevant data at the end for the game you want, then run, and play tape from the start.

GWNN



A poke from Aaron Gale.

```

1 RESET
2 POKE 13583,234
  POKE 13584,234
  POKE 13585,234: Infinite energy
3 POKE 5130,96: Automatically clear
  Challenge stage
4 POKE 5527,96: No enemy ships
5 SYS 14336

```

Firebird Data Lines:

```

THRUST II inf lives
1220 DATA 93,8,196,48,117,175,50,152,133,195,75,146,701766
I BALL inf lives and time
1220 DATA
91,11,210,56,199,175,50,16,192,50,75,193,195,56,207,710727
PARABOLA inf lives
1220 DATA 189,8,171,80,195,175,50,159,149,195,248,132,707507
STARFOX inf lives
1220 DATA 91,11,204,212,98,175,50,36,140,195,31,231,702800
DOWN TO EARTH inf time, lives, steps, bombs
1220 DATA 91,20,207,224,96,175,50,135,155,50,250,151,50,205,156,
50,125,157,50,126,157,195,140,156,748696
KINETIK inf lives
1220 DATA 93,8,171,236,94,175,50,46,242,195,68,197,704679
KICKBOXING inf bonus and endurance
1220 DATA 91,11,196,224,96,175,50,196,217,50,165,221,195,9,217,
716358

```

THE ENFORCER

A shorter routine than before from Robert Troughton, but far better than previously printed on this game.

C64

LOAD up the game as usual, and RESET the computer, so that these ace POKES can be entered:

```

POKE 13869,252
POKE 13882,252
POKE 15114,252
SYS 40060

```

To start the game with UNLIMITED LIVES - oh, and UNLIMITED TIME too!

NOTE: these will APPEAR to go down, but will not run out.

C64

EQUINOX

A Martin Pugh routine.

Pokes have been printed for this game before, but they required you to reset the 64 but not now. First type in this listing (saving it for future use if you so require).

```

0 REM EQUINOX CHEAT PROG. (C) H
M PUGH JULY 1987

```

```

1 FOR X=320 TO 348
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=2831 THEN POKE 157,128: SYS
320
4 PRINT 'ERROR IN DATA'
5 DATA 32,104,225,169,80,141,98,9,169,1
6 DATA 141,99,9,76,13,8,169,96,141,113
7 DATA 64,169,165,141,251,82,76,9,11
Now type RUN (return) and follow on-screen
instructions to load and run Equinox, but you
will have infinite lives and all your enemies
will have miraculously disappeared.

```

GISBURNES CASTLE

bbc

Be immortal, thanks to Victor Montefiore.

```

10 REM Gisburne's Castle Cheat
20 REM Victor Montefiore, 14, London
30 C%=0:FOR 1%=&5000TO&501FSTEP4:READ A%:
  C%=C%+A%:1%=A%:NEXT
40 1FC%<>&7E4CC54FTHENPRINT"ERROR":END
50 *KEYO LOAD"":M110CALL&5F00:MRUN:M
60 *FX138,0,128
70 DATA &5FA014A2,&A9FFF720
80 DATA &3B3B8DE9,&3C8D00A9
90 DATA &581C4C3B,&44414F4C
100 DATA &53414320,&0D454C54

```

pokes

C64

HYBRID

A Martin Pugh routine.

First type in this listing (saving it for future use if you so require)

```

0 REM HYBRID CHEAT
PROG (C) H M PUGH
SEPTEMBER 1987
1 FOR X=320 TO 391
2 READY: C=C+Y: POKE X,
Y: NEXT
3 IF C=7845 THEN POKE
157,128: SYS 320
4 PRINT "ERROR IN DATA"
5 DATA 32,104,225,169,80,
141,243,3,169,1
6 DATA 141,244,3,76,13,8,
169,94,141,8
7 DATA 1,169,1,141,9,1,32,
132,255,96
8 DATA 169,107,141,155,200,
169,1,141,156,200
9 DATA 76,0,200,169,0,141,
229,23,141,225

```



```

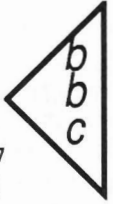
10 DATA 53,141,209,23,141,
29,54,141,244,54
11 DATA
141,189,23,141,165,
53,141,114,54,76,96,19
Now type RUN (return) and
follow on screen instructions
(correcting the DATA if
necessary) to load and run the
game with infinite energy for
Robot, Brain AND Xylon.

```

```

PAGE=&1100
10 REM The Hacker Cheat
20 REM Victor Montefiore, 14, London
30 C%=0:FOR 1%=&5400TO&5418STEP4:READ A%:!1%=A%
:C%=C%+A%:NEXT
40 1FC%<>&C85E0490THENPRINT"ERROR":END
50 *K.O LOAD"HACKER":M601%= 1NKEY (100):CALL&3E0:
VDU28,2,31,17,28,17,2:
*LOAD Hak2:M70!&55AD=&A554004C:CALL&5500:MRUN:
M
60 *FX138,0,128
70 DATA &55C951A5
80 DATA &574C03D0
90 DATA &8D60A955
100 DATA &002057A9
110 DATA &8D7BA957
120 DATA &004C04C2
130 DATA &00000004

```



THE HACKER

Infinite lives for hackers from Victor Montefiore.

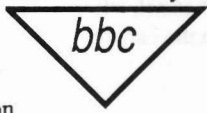
HYPER SPORTS

What a cheat, automatic qualification relayed by Victor Montefiore.

```

10 REM Hyper Sports Cheat
20 REM Victor Montefiore, 14, London
30 C%=0:FOR 1%=&900TO&930STEP4:READ A%
40!1%=A%:C%=C%+A%:NEXT:IFC%<>&4BA83A50THEN
PRINT"ERROR"
50 CALL&900
60 DATA &09A017A2,&A2FFF720
70 DATA &0928BD00,&E8256F9D
80 DATA &F5D00BE0,&4C20004C
90 DATA &2044414F,&524F5053
100 DATA &32205354,&0D303030
110 DATA &DC66226B,&DC9DDD98
120 DATA &00E1DD9C

```



GREAT GURIANOS

A great cheat:

In high score table type 'BEASTY' cheat mode or enter expert Restart to enter



GHOSTLY GRANGE

Ex-spectre - no more, from Adrian Davis

```

10 CLEAR 32667
20 BOARDER 0: PAPER 0: INK 0: CLS
30 LOAD""CODE
40 PRINT AT 7,0:LOAD""CODE
50 POKE 40654,12: REM INFINITE LIVES (C)
ADRIAN DAVIS 1987
60 RANDOMIZE USR 39202

```



GHOST HUNTERS

Kevin Postlethwaite goes ghost hunting:

```

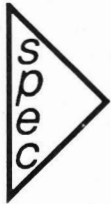
10 REM GHOST HUNTERS
20 LOAD""CODE
30 FOR F=23354 TO 23360
40 READA: POKE F,A: NEXT F
50 RANDOMIZE USR 23296
60 DATA 175,50,214,216,195
70 DATA 69,178

```



HEIST 2012

Donald Hay produces the goods.



```

10 BORDER 0: PAPER 0: INK 5
20 CLEAR 25999
40 LOAD""CODE
50 POKE 36106,201 (no strength loss)
60 POKE 36190,201: POKE 36858,201 (fall any height)
70 RANDOMIZE USR 32766
HEIST CODE WORDS ARE:
SMITHS          GOTHIC
PROTON          SYRINX
WILLOW          HOLLOW
VYVYAN          WIZARD

```

XANADU
LETTER
SILVER
RIDDLE

LONDON
PISTOL
TYCOON
HATFUL

bbc REPLAY CHEATS

Survivors 2A,CF,63,2A,F1,63
2B,13,64,2D,EF,01

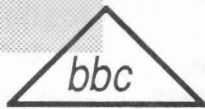
Zany Kong
Jnr. Ataris 14,61,63
14,10,40

Zany Kong 37,B1,63
Jnr, 30,D6,5A 30,D7,FD
Superior. 31,84,5A 31,85,FF
32,8D,5A 32,8E,35
30,DA,DA,30,DB,F9
31,88,DA 31,89,FB
32,97,5A 32,98,3D
32,9B,DA 32,9C,3B
33,8A,8D 32,8B,86

Infinite energy for all Droids.

Infinite lives.
Slight immortality.

Infinite lives.
Immortal.



C16 DROID ONE

A Simon Mayor routine:

Hold down RUN/STOP, reset and type the following:
>1A36 EA EA EA
For infinite lives
>2075 EA EA EA
For infinite smart bombs
Alternatively, enter basic by typing X when in the monitor and type:
POKE 6417,(0255)
For required number of lives
POKE 6453,(0255)
For required number of smart bombs
POKE 6448,(099):
POKE 6466,(099)
For starting level

C64 SCARE BEAR

We want to be scare bears with Martin Pughs (C64) help.

First enter this short listing (save it for future use if you so require)
0 REM SCARE BEAR CHEAT PROG. (C) H
M PUGH SEPTEMBER 1987

1 FOR X=293 TO 322
2 READY: C=C+Y: POKE X,Y: NEXT
3 IF C=3118 THEN POKE 157,128:SYS 293
4 PRINT "ERROR IN DATA"
5 DATA 32,86,245,238,211,3,96,72,77,80
6 DATA 49,1,165,47,56,233,80,240,3,76
7 DATA 0,29,169,173,141,92,127,76,80,141
Now type RUN (return) and follow on-screen prompts to load the game as normal, but you will have infinite bonus/lives into the bargain.

BUBBLE TROUBLE C16

We're forever blowing them with Simon Mayors help.

Enter monitor and type:
>1B76 EA EA EA
X
RUN
For infinite lives

ANARCHY C64

Martin Pugh (C64) creates anarchy:

First enter this short listing (save it for future use if you so require)
0 REM ANARCHY CHEAT PROG. (C) H M
PUGH SEPTEMBER 1987
1 FOR X=376 TO 393
2 READY: C=C+Y:POKE X,Y: NEXT
3 IF C=1834 THEN POKE 157,128:SYS 376
4 PRINT "ERROR IN DATA"
5 DATA 32,86,245,169,1,141,29,4,96,72
6 DATA 77,80,206,202,32,76,162,124

Now type RUN (return) and follow on-screen prompts to load and run the game with the sprite to sprite collision turned off. (All decrunching routines have been bypassed, so don't worry).

MAX TORQUE C64

Max-imum help from Martin Pugh (C64)

First enter this short listing (save it for future use if you so require)
0 REM MAX TORQUE CHEAT PROG. (C) H
M PUGH SEPTEMBER 1987
1 FOR X=312 TO 342
2 READY: C=C+Y:POKE X,Y: NEXT
3 IF C=3749 THEN POKE 157,128:SYS 312
4 PRINT "ERROR IN DATA"
5 DATA 32,86,245,169,121,141,218,3,169,23
6 DATA 141,219,3,169,88,141,220,3,96,72
7 DATA
77,80,169,96,141,151,102,238,32,208,96

Now type RUN (return) and follow on-screen prompts to load and run the game with infinite time.

AUF WEDERSEHEN MONTY spec



Try this Bernard Wood loading routine:

Auf Weidersein Poke
Load "" : REM MONTY

spec

MULTIFACE POKES

spec

A mass of routines from Adrian Davis**BREAKTHRU**

POKE 50828,0 - Lives
ASTERIX AND THE MAGIC CAULDRON
 POKE 36662,0 - Food
 POKE 36726,0 - Lives
S.A.S.: OPERATION THUNDERFLASH
 POKE 31918,0 - Infinite steps
 POKE 34157,0 - Lives
TRIAXOS

POKE 31724,0 - Time
 POKE 34288,0 - Dynamite
 POKE 38116,0 - Ammo
MOTO'S

POKE 42241,0 - Lives
MOUNTIE MICKS DEATH RIDE

POKE 37181,0 - Lives
 POKE 47676,0 - Battery
 POKE 48738,0 - Ammo
KILLER RING

POKE 33636,0 - Lives
ZYTHUM

POKE 54786,12 - Lives
 POKE 56498,0 - Time
 POKE 54410,201 - No Nasties
DEEP STRIKE

POKE 47531,0 - Infinite Bombers

HAPPIEST DAYS OF YOUR LIFE

POKE 55885,0 POKE 55886,0 - Lives

BIGGLES

POKE 57786,0 - Lives
 POKE 53170,0 - Bombs
 POKE 55430,0 - Grenades

KONG STRIKES BACK

POKE 42524,0 - Lives
 POKE 45183,0 - Bombs
 POKE 44100,182 - Time

PAC MAN

POKE 28745,0 POKE 28746,0 - Lives

FALCON

POKE 46353,0 - Time
 POKE 46169,0 POKE 46170,0 - Infinite Stamina, Power of Will, Thinkstrik

POKE 46024,182 - Infinite stamina only

POKE 37375,201 - No Nasties
STRIKE FORCE S.A.S.

POKE 32439,0 - Lives
 POKE 41270,0 - Time and Bonus
 POKE 35579,201 - Ammo & Grenades
 POKE 32276,182 - No Enemy Fire
LIVINGSTONE, I PRESUME

POKE 24391,0 - Lives
KINETIC
 POKE 61998,0 - Lives
 POKE 55026,0 POKE 55027,0 - Power

RAMBO

POKE 27401,12 - Lives
 POKE 37666,0 - No Enemy

HADES NEBULA

POKE 49883,0 - Lives: Rem

ROAD RUNNER

Poke at start of game
 POKE 40806,0 - Lives
 POKE 39140,0 - No Fainting

BRIDE OF FRANKENSTEIN

POKE 35486,201 - Elixir of Life

POKE 37605,201 - No Ghoulies (ouch)

POKE 40476,201 - Energy

TRANSFORMERS

POKE 58199,0 POKE 58200, POKE 58201,0 - Shields
 POKE 55717,0 - Weapons
 POKE 54293,0 - Power

The above pokes for all characters

WONDER BOY

POKE 34362,0 - Lives (all levels)

POKE 38281,201 - Vitality on most objects

BUCK ROGERS

POKE 63137,12 - Lives

B.C.'s QUEST FOR TIRES

POKE 58199,0 - Lives (both players)

XEN

POKE 34814,12 - Lives
 POKE 32779,NN = No. of Lives (1-255)

POKE 34385,255 - Invincible
 POKE 34020,255 - No Nasties

MARIO BROS.

POKE 44079,0 - Lives: Rem poke at start

MAG MAX

POKE 58472,12 - Lives

PULSATOR

POKE 35731,12 - Lives
 POKE 35769,201 - Energy
 POKE 35252,201 - No Enemy

Pulsators**METRO CROSS**

POKE 44490,12 - Time

SLAP FIGHT

POKE 48873,0 - Lives (both players): Rem Poke at start of game

SPLIT PERSONALITIES

POKE 54399,12 - Lives: Rem this Poke works for Splitting

Images as well

SLINGSHOT

POKE 43395,0 POKE 47414,0

- Fuel, Shields on all sections
 POKE 43652,201 - No Meteors

SHORTS FUSE

POKE 51738,0 - Lives
 POKE 53403,0 - No explosion

BUCCANEER

POKE 27318,0 - Lives
 POKE 25245,0 - Invincible
 POKE 30073,192 - Fuel

POKE 26792,201 - No Enemy Fire

DEAD OR ALIVE

POKE 46766,0 - Lives
 POKE 45820,201 - No Thirst

POKE 46941,201 - Ammo

NONTERRAQUEOVS

POKE 35920,0 - Bombs and Psyche Rem once you pick up a bomb you keep it

POKE 63493,0 - No Thrusters

CONFUZION

POKE 55286,12 - Infinite

Sparks

POKE 54380,201 - Slows Down Fuse

EXPRESS RAIDER

POKE 60147,12 - Lives

ROCKMAN (Alligata's - Not Mastertronic)

POKE 37196,0 POKE 37197,0 - Lives

DEATHSCAPE

POKE 50752,0 - Power, Fuel, Laser

POKE 51186,0 - Shields

BRAINSTORM

POKE 30121,0 - Lives

POKE 28007,0 - Energy

MOONLIGHT MADNESS

POKE 57145,12 - Lives

THING BOUNCES BACK

POKE 45255,0 - Lives

SUPER PIPELINE 2

POKE 36998,0 - Lives
BOULDER DASH 2
 POKE 31481,0 - Lives (both players)

DR. DESTRUCTO

POKE 39119,0 - Invincible (both players)

POKE 39136,0 - Lives (both players)

ULTIMA RATIO

POKE 55062,0 - Lives
 POKE 52424,182 - Ammo

GHOSTLY GRANGE

POKE 40654,12 - Lives

MISSION JUPITER

POKE 60468,0 - Lives

POKE 57806,0 - Fuel

POKE 58322,0 - Laser

RAPID FIRE

POKE 52904,0 - Lives

OMEGA ONE

POKE 61768,0 - Lives

PLEXAR

POKE 47754,0 - Lives

HEIST 2012

POKE 36106,12 - Lives
 POKE 36190,12 - No Death from Fall

The following pokes have been presented in previous issues but don't work on my versions, so here are the pokes that work for mine:

ROGUE TROOPER

POKE 30924,0 - Kits (lives)

W.A.R.

POKE 37031,0 - Lives

TRAP DOOR

POKE 44112,201 - Time

SON OF BLAGGER

POKE 34688,0 - Lives

Finally, here is a poke that was asked for in many of earlier issues. Even I appealed in an issue, but I got down to it and stuck my head in my disassembler to come up with:-

THE COVENANT

POKE 63452,0 - Energy from Nasties - Rem you still lose energy from your own gun fire.

Finished!! Phew

pokes

LIVING DAYLIGHTS

bbc

Frighten the living daylight's out of yourself with Victor Montefiore's help for immortality:

```
PAGE=&1900
10 REM Living Daylight's Cheat
20 REM Victor Montefiore, 14, London
30 REM Hello Michael
40 C%=0:FOR 1%=&920TO&938STEP4:READA%:C%=C%+A%:!!%=A%:NEXT
50 IFC%<>&73CF5232THENPRINT"ERROR":END
60 *K.OLOAD"BOND":M360CALL&920:MRUN:M
70 *FX138,0,128
80 DATA &09A02FA2,&A9FFF720
90 DATA &0F8E8D60,&4COE004C
100 DATA &2044414F,&444E4F42
110 DATA &00000D33
```

JOE BLADE

A sharp routine from Donald Hay.

spec

```
10 CLEAR 32767
20 LOAD""CODE
30 POKE 65470,70: POKE 65471,21
40 FOR F=23299 TO 23317: READA:
POKE F,A: NEXT F
50 DATA 175,50,165,147 (no energy loss)
60 DATA 50,164,167 (infinite ammo)
70 DATA 50,121,124 (no bomb count-
down)
80 DATA 50,106,150 (infinite time)
90 DATA 50,221,152 (you don't always
lose a key opening a cell)
100 DATA 195,55,139
110 RANDOMIZE USR 65088
```

JACK THE NIPPER

C64

Robert Troughton nips in.

Having a tough time with your RASHOMETER? Enter ZAPIT while on the title screen and your worries will vanish!

I BALL

C64

The pokes

```
Reset C64
POKE 21988,234 )
POKE 21989,234 ) stops clock
POKE 21908,224 )
POKE 21908,85 ) makes aliens docile.
POKE 20669,169 - infinite lives
SYS 16939 - to start the game
```

INTO OBLIVION

ams

David Pickles has a small routine.

```
10 INTO OBLIVION - TAPE
20
30 INFINITE LIVES
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
100 MEMORY &1387
110 LOAD""!10"
120 POKE &352F,0:POKE &3766,0
130 CALL &138B
```

KAOS

C64

A Robert Troughton routine:

If you want to play the game with UNLIMITED ENERGY, just load the game (and no, you don't need a reset switch). When the title screen appears, press RUN - STOP/RE-STORE keys together. Now enter:
POKE 18441,173
SYS 4096

The title screen will now reappear, and you can start the game.

KUNG-FU KID

C16

Peter Clarke-Ward goes Kung-Fu fighting.

Press Runstop/Reset before the game has loaded (at 31 blocks on the Datasette recorder) to get into Monitor. Type M29DD and change 04 to EA (return) Then type 241D and change 04 to EA (return) Then type G2000 and press Return. The game now becomes harder to play. Also if you wish to change the background of the game a little, then just walk past the Guardian and keep on walking. You will lose 1 life though when you do this! Also if you wish to load a game slightly faster, then type: 10 POKE 239,4: LOAD"" Then press Return and type Run and press Return and your game will now load!

LIVINGSTONE

C64

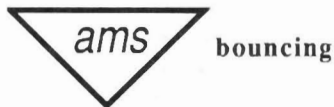


I presume it's a Robert Troughton routine:

LOAD the game and reset the computer so that you can enter the following pokes for UNLIMITED LIVES:
POKE 29744,173
POKE 31026,173
SYS 16384

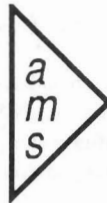


David Pickles goes on a



bouncing

mission!



THING BOUNCES BACK

10 ' THING BOUNCES BACK - TAPE
20 '
30 ' INFINITE LIVES
40 '
50 ' RUN THIS PROGRAM
60 " REWIND TAPE TO THE START
70 ' PRESS PLAY
80 '
100 MEMORY &4000
110 LOAD"!",&4100
120 POKE &418E,&C3:POKE &418F,&E:POKE &4190,&3
130 A=&4300
140 READ BS: if BS="XX" THEN CALL &4300
150 POKE A,VAL("&" +BS):A=A+1:GOTO 140
160 DATA 21,00,41,11,00,01,01,00,10,ED,B0,C3,00,01,3E,00,32,42,93,32,49,93,C3,00,
88,XX

LEGIONNAIRE

Aaron Gale goes legionnairing:

1 RESET
2 POKE 10202,X:X=Lives+48
3 POKE 10416,234
POKE 10417,234
POKE 10418,234: Infinite lives
4 POKE 10306,96: Invincible
5 Color 4,1: SYS 6144

LAND OF NEVER-WHERE

Never worry, because Robert Troughton's here.



MR PUNIVERSE

A Peter Clarke-Ward

Poke:



When the game has loaded, press Runstop/Reset to get into Monitor and type >3245 A9 08 99 (return) >3259 A9 99 (return) for extra lives.

Then type X and press Return and Type SYS 6900 and press Return twice. Also if you don't want to make the program crash, then it's best not to use the joystick!

The following cheat not only gives a bit more 'pazazz' to the extremely slow, and boring loader, but it also gives INVULNERABILITY to both the space kid and yourself (the big 'un).

Just type it in and RUN it. When 'READY' appears, enter:

LOAD - to load the first bit

10 POKE 808,64: POKE 809,1: PRINT CHR\$(147)

RUN - to load the rest. The game will start automatically.

100 DATA 238,32,208,169,0,141,5,139

110 DATA 76,237,246

120 FORL = 320 TO 330: READA

130 POKE L,A: NEXT

MISSION GENOCIDE

10 ' MISSION GENOCIDE - TAPE
20 '
30 ' INFINITE LIVES
40 '
50 ' RUN THIS PROGRAM
60 ' REWIND TAPE TO THE START
70 ' PRESS PLAY
80 '
100 MEMORY &4000
110 LOAD"!"
120 POKE &8629,&C3:POKE &862A,&80:POKE &862B,&BE
130 A=&BE80
140 READ BS:IF BS="XX" THEN CALL &8600
150 POKE A,VAL("&" +BS):A=A+1:GOTO 140
160 DATA CD,A1,BC,3E,00,32,C7,A0,C3,2C,86,XX



MANIC MINER

Aaron Gale goes manic.

1 RESET
2 POKE 10766,X:X=Lives
3 POKE 10887,234
POKE 10888,234: Infinite lives
4 POKE 13931,96: No moving nasties
5 POKE 14386,96: Moving nasties are harmless
6 Color4,1: SYS 10624

THE LAST MISSION

Definitely not the last routine from Martin Pugh.

Load the game and reset the computer in the normal way and then:-

POKE 7927,173 (return)

This will give you infinite lives

POKE 33624,173 (return)

This will give you an infinite supply of smart bombs

SYS 7104 (return) will restart the game.

Or try these Robert Troughton offerings additional to those above.

Just LOAD the game and RESET the computer before entering:-

POKE 7211, no. of lives - if you don't want ever lasting lives.

POKE 7216, no. of smart bombs - if you don't want ever lasting smart bombs.



PALACE OF MAGIC

(tape version)

Michael Mooney provides the magic.



Type in the following listing and save it for future use.

```
10 REM Place of Magic cheat by.....
20 REM Michael Mooney. (c) 20/9/87
30 REM Cheat gives Infinite energy,
40 REM Immortality and you don't
50 REM need any keys.
60 FORA=&400 TO &476 STEP 4
70 READ!A:NEXT
80 DATA&2903CAAD,&03CA8DFE
90 DATA&8D00A960,&04A90220
100 DATA&A902218D,&2004A20E
110 DATA&64A2FFF4,&F72004A0
120 DATA&A20DA9FF,&FFF42004
130 DATA&838D35A9,&8D04A969
140 DATA&004C6984,&8D00A969
```

```
150 DATA&04A90220,&A902218D
160 DATA&2004A20E,&6BA2FFF4
170 DATA&F72004A0,&A20DA9FF
180 DATA&FFF42004,&5E8D60A9
190 DATA&8DEAA946,&CF8D3DCE
200 DATA&63A04C3D,&4F502E4C
210 DATA&4C0D204D,&4D4F502E
220 DATA&540D2032,&6C6C6F72
230 DATA&000F2179,&FF7F3F07
240 CALL&409
```

Place your copy of Palace of Magic into the tape deck, fully rewound and simply type RUN (return).

The game loads as normal, giving Infinite energy, immortality and you don't need the keys to open doors!

PIN POINT

C16

Certainly a point to this from Aaron Gale.

```
1 RESET/RUNSTOP: X: RETURN
2 POKE 5411,234
  POKE 5412,234
  POKE 5413,234: Infinite time
3 POKE 4500,X: X=Level (1-10)
4 SYS 5575
```

Adrian Davis has the answer

```
5 CLEAR 24575
10 LOAD""SCREENS
20 INK 0: PAPER 0: PRINT AT 0,0;
30 LOAD""CODE
40 POKE 42241,0: REM INFINITE LIVES
(C) ADRIAN DAVIS 1987
50 RANDOMIZE USR 32768
```

MOTO'S

PANCHO

C16

One for you gringo's from Aaron Gale.

```
1 RESET
2 POKE 4167,X:X=Lives
3 POKE 7458,165:Infinite lives
4 POKE 7509,165: Infinite jokers
5 POKE 6471,96: Stop black nasties
6 POKE 6819,96: Stop colour nasties
7 SYS 4112
```

MEGA APOCALYPSE

C64

A mega routine from Martin Pugh.

Wow! I have just stopped playing this mega game by Simon Nicol, just long enough to hack it, so here goes:- Load the game and as soon as you see the 'Mega Apocalypse' rising up the screen reset the 64 (it is important you reset at this point, otherwise the game may crash). Now enter any of these pokes:-
 POKE 22989,0-15 This allows you to choose the colour of the border.
 POKE 32417,173 This will give a solitary player (or player 1 on 2 player game) infinite ships.
 POKE 32509,173 This will give Player 2 infinite ships too!
 SYS 22562 (return) will start the game with the MUSIC - OR -
 SYS 22913 (return) will start the game without the MUSIC

OMEGA ORB

bbc

A Paul Tang cheat:

When you are at a Computer Terminal, access it, and type GROVEL. This gives you an extra Blip/life. You can keep typing 'GROVEL' as long as you like. Each time it gives another life.

OH MUMMY

Get the bandages out, David Pickles is here.

```
10 OH MUMMY - TAPE
20
30 INFINITE LIVES
40
50 RUN THIS PROGRAM
60 REWIND TAPE TO THE START
70 PRESS PLAY
80
100 MEMORY &5FFF
110 LOAD"!MUMMY1"
120 POKE &760E,0
130 CALL &6000
```

MEAN CITY

C64

A mean routine from Robert Troughton:

The following cheat will, once entered and RUN, give both players UNLIMITED LIVES to battle it out with.

```
100 DATA 169,1,168,170,32,186,255,169
110 DATA 0,32,189,255,32,213,255,169
120 DATA 243,141,233,3,169,207,141,234
130 DATA 3,96,169,0,141,99,1,169
140 DATA 208,141,100,1,76,64,1,169
150 DATA 0,141,253,62,76,0,4,-1
160 X=53209
170 READA: IF A=-1 THEN SYS 53209
180 POKE X,A: X=X+1: GOTO 170
```

PLEXAR

A Jon North routine for infinite lives:

```
10 REM Plexar by Jon North
20 LOAD ""CODE : POKE 37331,91
30 FOR f=23432 TO 23438
40 READ a: POKE f,a: NEXT f
50 RANDOMIZE USR 37263
60 DATA 175,50,138,186,195
70 DATA 136,144
```

MRS MOPP

Scott Moore (C64) mops up.

Use the brush to clean the floors. Water is used up rapidly when cleaning. The amount of water left is shown in the bucket on the right of the screen. Water supplies can be replenished by going into the various wash rooms around the school. There are various people inside the school and these should be shot for extra points. Gleamos are like smart bombs, they clear the screen of all dirt, but you only have a limited supply of them. The levels floors must be completely cleaned to advance to the next level. Also, you have a problem with your back and it steadily gets worse as the game progresses, and even faster if you come into contact with a nasty. If your back goes, the nurse comes. You can take a weeks rest or continue. If you continue, you have over half energy, but if your back goes again on that level, the game ends. Avoid the janitors at all costs as contact with them results in the floor in view being covered in dirt again.

RENEGADE

A cheat for Level 1, courtesy of Carl Lippett: (C64)

When the game starts, go straight over to the left hand side of the screen. Then up to the top. You will now be next to the lift and a pillar with an arrow pointing to the left. Turn your man around to face the right, and make his back be against the wall. Now, keep pressing button 2 on the keyboard, when the men come near you. You do not need your joystick when you are in the corner. You will be able to complete Level One.

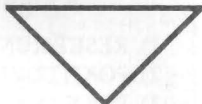
MOTOS

A Scott Moore (C64) guide:

On the screens, pick up pills and wings. Pills enable you to push off large enemies and wings let you fly across gaps. When you have flown onto a tile, it will crack and jumping on it again makes a hole. Beacons (diamond shaped) should be pushed off for bonus points.

MILK RACE

Scott Moore (C64) provides help for all you budding Malcolm Elliotts.



The bike has 12 gears so use the 12th gear all the time, for maximum speed. The milk scattered around the roadside should be picked up to increase energy. At the start of a stage, move down to avoid other bikers. There are speed checks on stages 1, 5, 8, 11 and 13. The speed checks begin when you see a man with a flag. To continue the race, a certain distance must be travelled in ten seconds. Keep to the bottom of the screen to avoid potholds and cars.

REVENGE 2

Sweet revenge thanks to Scott Moore. (C64)

The weapons on offer are: (numbers in brackets are the amount of credits each item goes up by each time bought).

Shield 1-15 credits (+2) makes it twice as hard for the enemy to destroy the camel.

Shield 2-15 credits (+3) like the Shield 1, but makes it three times harder for the enemy to destroy you.

Yoyo bullets 10 credits (+1) when fired, the bullets go back to you. However, they are pretty useless.

Giant bullets 12 credits (+2) much bigger than normal bullets so are easier to hit the enemy.

Smart bullets 12 credits (+3) the three bullets, when shot, chase after enemies. They are excellent but shouldn't be used on all screens because some characters can't be shot.

Max energy 10 credits (+4) if, after a wave the energy is low, this puts it to maximum.

Extra beastie 30 credits (+10) gives you an extra life and also gives giant bullets and Shield 2.

MEGA APOCALYPSE

Mega hints from Scott Moore. (C64)

Before the planets come, collect all the different weapons. Rotate is the most useful. Put the ship in a position where the point is facing left or right to fire at the planets which stay at the bottom of the screen. If a planet grows to maximum size, you must rush around the screen fast to avoid it and to shoot smaller, developing planets.

RAVAGE

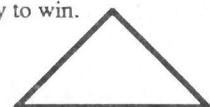
A Matthew Phillips' aid: (BBC)

On the later levels, don't stray away from your mothership unless it is really necessary, even if you are risking a great loss in energy. Moving away usually leaves the aliens free to invade.

RUN FOR THE GOLD

Hit Gold with Scott Moore. (C64)

On the 1500m run at top speed and when the energy has run out, push down to lose speed. Then speed up to maximum speed and repeat. Using this method, it is pretty easy to win.

**MAX TORQUE**

Jon Kerr (C64) offers unlimited time for Action Replay owners.



Save the game to disk, using the Action Replay 3 cartridge, and have unlimited time, as the counter doesn't work.

PENGWYN

Matthew Phillips' (BBC) picks up one:



If you connect the three ice blocks on '0' seconds, then sometimes you receive a vast bonus.

pokes

SOLOMONS KEY

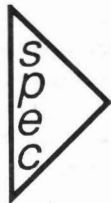


Robert Troughton has the key:

If you are stuck in this superb arcade conversion from US Gold, type in the listing below, RUN it, and enter SYS 49152 - the game will load and start automatically with UNLIMITED LIVES.
 100 DATA 169,1,170,160,0,32,186,255,169,0
 110 DATA 32,189,255,162,1,160,8,32,213
 120 DATA 255,169,0,141,142,8,169,2,141,143
 130 DATA 8,169,169,141,0,2,169,165
 140 DATA 141,1,2,169,141,141,2,2,169,165
 150 DATA 141,3,2,169,8,141,4,2,169,76
 160 DATA 141,5,2,169,234,141,6,2,169,3
 170 DATA 141,7,2,76,16,8,-1
 180 X=49152
 190 READA: IF A=-1 THEN END
 200 POKE X,A: X=X+1: GOTO 190



RUBICON



No con, it's an Adrian Davis routine:

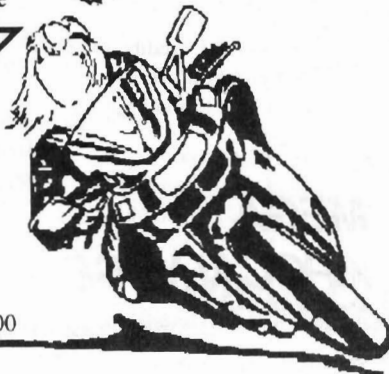
10 BORDER 0: PAPER 0: INK
 7: CLEAR 27000
 20 LOAD""CODE
 30 POKE 50781,0:REM
 INFINITE LIVES (C)
 ADRIAN DAVIS 1987
 40 POKE 60236,0:REM
 INFINITE TIME (C) ADRIAN
 DAVIS 1987
 50 RANDOMIZE USR 50000

SABOTEUR II

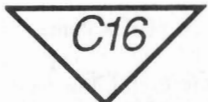
A Kevin Postlethwaite routine:



10 REM SABOTEUR 2
 20 CLEAR 25099
 30 LOAD""SCREENS
 40 LOAD""CODE
 50 POKE 37122,0
 60 POKE 61340,201
 70 RANDOMIZE USR 25100



SUPER GRAN



Help out your Granny with help from Stephen Avis:

When the game has loaded, enter the Monitor and type M20F8 and change CE to 2C for infinite lives, and change CE to 2C for infinite shields, on level 1 only. SYS 4950 to start game.

POLAR PIERRE



No need to freeze your wotsits off, Martin Pugh's here.

It says on the adverts that there are over a 100 screens, somehow I doubt there's even 50, but I may be wrong.
 Load the game and rest the computer in the normal way and then:
 POKE 15826,234 (return)
 POKE 15827,234 (return)
 This will give old Pierre an infinite number of lives (when the life counter passes zero it will clock to 99).
 POKE 15848,234 (return)
 POKE 15848,234 (return)
 So that Jaques doesn't get jealous, these pokes will give him infinite lives too.
 SYS 33788 (return) to start.

ROBO KNIGHT



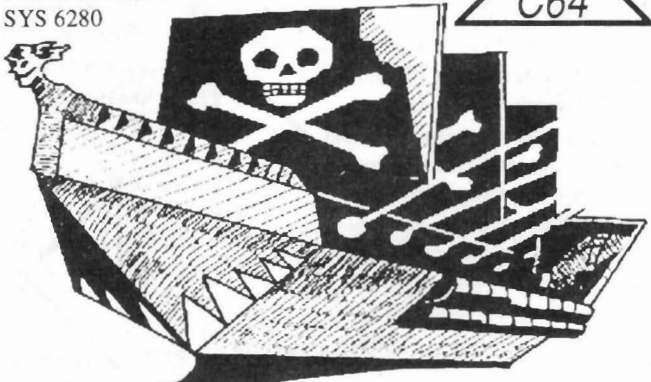
Knight help from Aaron Gale

- 1) RESET/RUNSTOP: X
- 2) POKE 12171,0: Infinite time
- 3) POKE 15966,234: Infinite lives

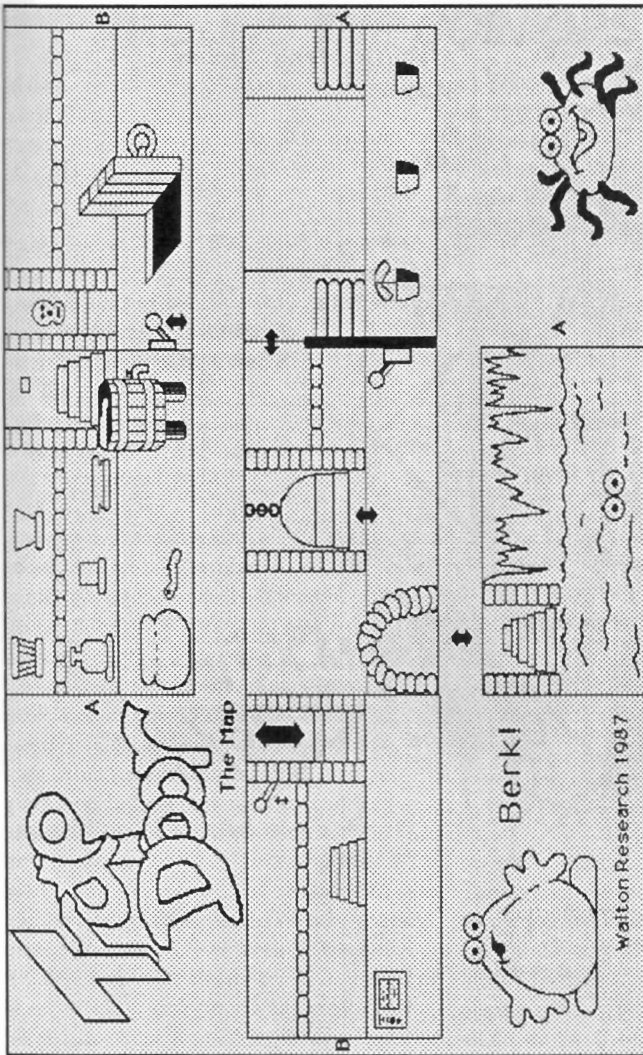
PIRATES IN HYPERSPACE

One for all you Pirates from Martin Pugh.

Load the game and reset the 64 in the normal way and then enter these:-
 POKE 35853,173 (return) This will give you infinite lives
 POKE 37552,173 (return) This will give you an infinite supply of ammunition.
 Now Type SYS 6280 (return) will start the game with no sound what so ever
 Or Type SYS 49694 (return) will start the game with full sound.
 Or a Robert Troughton effort:-
 Here's a cheat for all you failing Pirates - it gives UNLIMITED LIVES for this blast-em-up. You'll have to RESET your 64 to enter them though.
 POKE 46334,173
 POKE 35853,173
 SYS 6280



hints



TRAP DOOR

A playing guide courtesy of David Marsh of Portsmouth.

CAN OF WORMS

Get the can in Room 1, drop it by the trap door, then open the trap door letting out the worms (it is

best to get Drutt on the trap door, so that when you open it, Drutt is catapulted up in the air and comes down to fall down the trap door. Then he does not eat the worms.) Get the worms, put them in the can and put the can in the dumb waiter and send it up.

EYEBALL CRUSH

Get the cup, tip out the eyeball seeds in Room 6 and put the cup out of the way. Tip the eyeball seeds out of their packet, pick up each seed and place it in a flower pot (1 seed for each flower pot) then go to Room 1. Push the vat against the wall, get the eyeballs, when fully grown, one by one drop them into the vat. Then position the vat in Room 2 with the bottle underneath the vats tap, then let out the crusher. If you have positioned the vat right, the crusher will jump in the vat and crush the eyes making eyeball crush. If you leave the trap door open, he will jump down the trap door then send the bottle up in the dumb waiter.

FRIED EGGS

Get the pan in Room 1. Take it to Room 3 and drop it on the floor, then get the basket, tip out the bullet onto the floor in Room 1. Then let out the bird, close the trap door and put the bullet on the trap door. Then when the bird is over the trap door, catapult the bullet so it hits the bird (and if you have done it right, the

birds eyes should get bigger). Then close the trap door so the bullet does not fall down the trap door (if the bullet does fall down the trap door, don't worry, anything that you can pick up or is small will do just as well, even Bony or Drutt). Once hit, the bird will then go to Room 2. Get under the bird when it stops and if you're in the right place, the egg he lays will go in the pan. He will lay 4 eggs (if you do this four times) then he will wait to go down the trap door (open it and he will fly down the trap door). Once he's gone, put the pan on the fire until it goes red, then quickly pick it up and put in the dumb waiter and send it up before it gets cold.

BOILED SLIMES

Push the Pot to Room 3 in front of the stairs then push it against the wall then go to Room 5 and pick up the eyes you see in the slime. Carry them up the steps in Room 3 and drop it in the Pot positioned earlier. Do this until you collect at least 2 out of the possible 4. Then get the green mobile cannon out from the trap door, lure him to the pot, which you stand by, the cannon will throw a blaze of flame at you, walk down and you should now see heat waves rising from the pot. Now dodging the cannon, push it into the dumb waiter and send it up before it gets cold.

WIZBALL

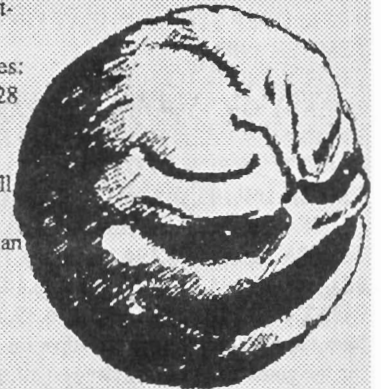
Scott Moore helps you be a Wiz:

To get anywhere in this game, the mixing of the different colours must be mastered. To obtain these coloured, red, green and blue must be collected in certain amounts:
 Yellow - 1/2 green, 1/2 red
 Magenta - 1/2 blue, 1/2 red
 Pink - 1/2 red, 1/4 green, 1/4 blue
 Cyan - 1/2 green, 1/2 blue
 Orange - 1/4 green, 3/4 red
 Light blue - 1/2 blue, 1/4 red, 1/4 green
 Brown - 1/2 red, 1/4 green, 1/4 blue

Funny, it wasn't like that at school!

On the bonus screen, two extra lives can be obtained. The best method to stay alive is to shoot like mad but stay still and if an alien comes close, let the cat run into it. Once you have lost the cat, keep selecting the shield. When you have finished the bonus screen, the colours are mixed and you have a choice of a permanent weapon. First, choose thrust, anti-grav then wiz spray then collect the rest in any order, but the smart bomb and shield cannot be

selected. Hide wiz under the horizon and he will be immune to bullets from the enemy, but occasionally the enemy travel under the horizon, so beware! Never get the smart bomb, as it is a waste of credits. Collecting droplets, other than red, green and blue, bring changes:
 Grey drops - gives the cat 128 lives.
 Black drops - makes all go dark. To restore light, kill all aliens on the level.
 White drops - gives the wiz an extra life.
 Light blue drops - sends a police raid.
 Purple drops - drives the cat insane.



pokes

REBOUNDER

On the rebound? Help from Martin Pugh.



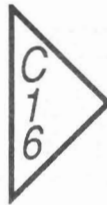
That heroic tennis ball returns in the sequel to the much acclaimed (but not very successful) original. There may be cheat modes in this game but I couldn't be bothered looking for them.

0 REM REBOUNDER CHEAT PROG. (C) H M PUGH 1987 (THE HOLYWELL HACKER)

```
1 FOR X= 544 TO 583
2 READY: POKE X, Y: C = C + Y: NEXT
3 IF C = 3366 THEN SYS 544
4 DATA 32,44,247,32,108,245
5 DATA 169,51,141,134,9,169
6 DATA 2,141,135,9,76,16
7 DATA 8,169,64,141,61,1
8 DATA 169,2,141,62,1,76
9 DATA 0,1,169,0,141,35
10 DATA 145,76,16,128
11 PRINT 'ERROR IN DATA'
```

Just type in the above listing (saving before running for future use, if you so require) and type RUN (return) and follow on-screen instructions (correcting the DATA statements if necessary), the game will now load and run but you will have infinite bounders.

SQIJ



A routine from Simon Mayor:

Enter monitor and type:
1929 60
X
Run

KIKSTART



You'll kick yourself with this one from Simon Mayor:

A 28A3 NOP
G2000
For infinite and extra time

POWERBALL

Simon Mayor adds power to this game:

Load the game, then press reset and type:
POKE 8712,234
POKE 8713,234
For infinite
POKE 8714,234
Lives & Time
POKE 8715,234
Start at 200
POKE 8717,255
Adds 100 to time every time you die (but when time reaches 990 you keep on dying). To start the game type: SYS 5751



B.M.X. RACERS



One for you bikers from Simon Mayor.

A 2360 NOP
X
POKE 65302,206: POKE 65303,161
RUN
For infinite lives

DEEP STRIKE

Martin Pugh strikes back.



OK, I come clean, my pokes for this game were printed last month, but again they required you to reset the 64, but not now. Just type in this short listing (save it for future use if you so require).

0 REM DEEP STRIKE CHEAT PROG. (C) H M PUGH SEPTEMBER 1987

```
1 FOR X=50149 TO 50197
2 READY:C=C+Y:POKE X,Y:NEXT
3 IF C=5639 THEN POKE 157,128:SYS 50149
4 PRINT "ERROR IN DATA"
5 DATA 169,195,141,41,3,32,86,245,169,248
6 DATA 141,189,2,169,195,141,190,2,96,169
7 DATA 196,141,76,194,169,8,141,75,194,32
8 DATA 43,194,72,77,80,169,173,141,124,29
9 DATA 141,210,29,141,0,30,76,39,22
```

Now type RUN (return) and follow on-screen instructions to load and run the game, but you will have an infinite supply of bombers, infinite ammo and your aircraft can't be shot down.



The answer to your problems courtesy of Donald Hay.

```
10 CLEAR 31231: BORDER 0:CLS
20 LOAD""SCREENS:LOAD"" CODE 31232
30 POKE 38752,0 (infinite lives)
40 POKE 38307,0 (reduced energy loss)
50 RANDOMIZE USR 32765
```

COMMANDO



Sound off with Simon Mayors help:

These pokes will enable you to walk right up to a soldier and blast him.
LOAD COMMANDO AS INSTRUCTED
RESET COMPUTER
TYPE IN:
POKE 11495,185
POKE 12707,185
SYS 4109

AROUND THE COIN OPS

More arcade reviews from our own Scott Moore:

Title: ROADBLASTER

Publisher: Atari

Price: 20p

Forget about Out Run and the others, Roadblasters is a rally, set in the future. The game is split into many levels, all of which must be completed before your fuel runs out. Your car has two tanks; a main and a reserve. The main tank of fuel is used up until it is empty, then the reserve tank takes over. Falling fuel supplies can be replenished by collecting red and green globes, which are dotted about the playing area at regular intervals.

The road is not empty. Apart from you, there's orange cars and motorbikes, which can be destroyed, purple cars which are indestructable, guns positioned along the roadside, and mines which should be avoided at all costs. At the start, you are equipped with a single cannon, but weapons can be caught from passing planes such as, nitro-injectors (makes you travel at very fast speeds), UZ cannons and cruise missiles. At the end of a level, the fuel is topped up and a bonus awarded. Accurate shooting is rewarded with a multiplier ranging from X 1 to X 10 the score. The graphics are excellent, especially as night changes to day, and the blast of the cruise missile. This is a very good game, but there must be a question over lasting appeal, as the levels are very similar, but well worth a few goes.

ROADBLASTER - THE SCORES

Graphics 95%

Hookability 96%

Lastability 84%

Value for Money 88%

Overall 89%

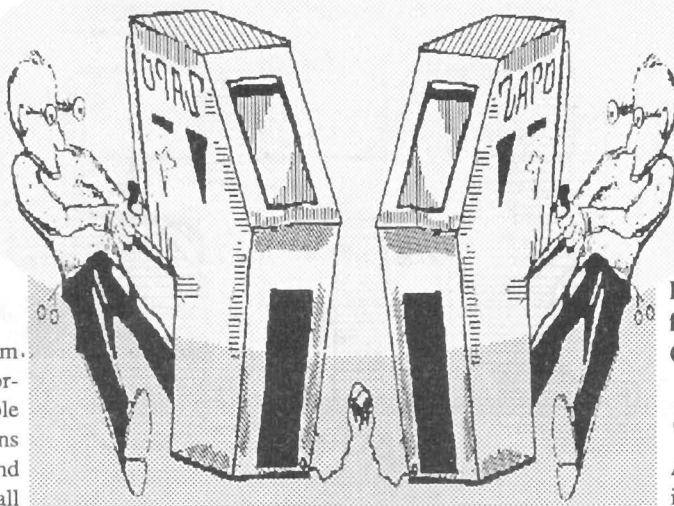
Title: CHAMPIONSHIP SPRINT

Publisher: Atari

Price: 20p

This is really an enhanced version of the other Atari game Super Sprint, which should be available on your home computers when you read this. Two people can play this at once, while the other two cars are computer controlled. The race is four laps long, with a choice of twelve tracks to compete on. The track is viewed from above, with the four small cars positioned on the start line. Push-

ing your foot onto the accelerator speeds the car up and the steering wheel moves the car (obvious really). However, the steering wheel is not like that in a real car; once a corner has been turned, the wheel doesn't need to be put back to its original position, a



common mistake made by beginners. Throughout the race, spanners are scattered on the track. If three have been collected, a special add-on can be chosen at the end of the level. These are super traction, turbo-acceleration and faster speed. The object is to beat all the drones (computer cars) and stay on as long as possible. The game is very similar to its prequel, but Championship Sprint has different tracks, better gameplay, nicer graphics and slower drones (making it that bit easier). Fingers crossed for Activision!

CHAMPIONSHIP SPRINT - THE SCORES

Graphics 78%

Hookability 93%

Lastability 95%

Value for Money 94%

Overall 93%

Title: TRACK & FIELD

Publisher: Konami

Price: 10p

This game is familiar to anyone who is involved with computers. It was programmed to coincide with the Olympic Games. You participate in events, such as 100m, 110m hurdles, long jump and hammer, among others. To gain speed on the events, two fire buttons (for left and right feet) must be hit as fast as possible and to jump, throw etc. there is a jump button. The game was received extremely well and was the most played arcade

game in 1984. As with all big games, it spawned many imitations. This was also true in the computer world. One of the first, if not the first track & field game on a home computer, was Daley's Decathlon, and then all software companies made a bit of money by selling T & F games. As always, with time, these trends stopped, and companies produced more original games. Although over three years old, it's still worth a game or two,

although the features have aged, above all sound and graphics.

TRACK & FIELD THE SCORES

Graphics 68%

Hookability 98%

Lastability 74%

Value for Money 76%

Overall 71%

David Lumb of Castleford offers some Arcade Cheats

SLAP FIGHT

As soon as the game starts, crash into the first things you see and when you reappear you will have

Wing, Homeing Missiles and a few other things.

GHOSTS & GOBLINS

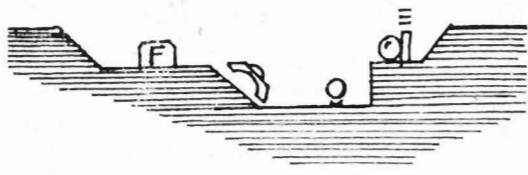
As soon as the game starts, go right and jump over the first grave stone. Collect the shield. Now walk left or right until you can see 2 grave stones, 1 to your left and 1 to the right on the screen, at the same time. Now, crouch down and fire into the right grave stone and fire into the left grave stone.

Keep repeating the firing until you see something rise out of the ground to your right. Now run to the left grave stone and jump onto it. Wait until the thing comes towards you, and jump over it.

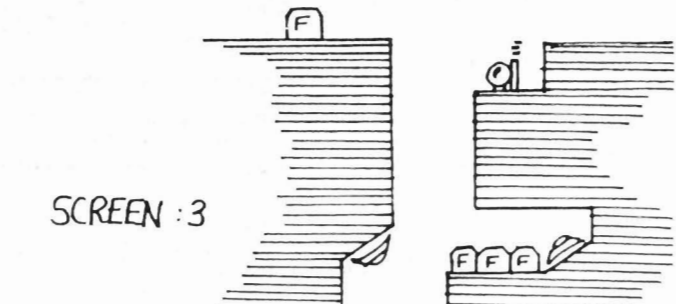
You now should get a lot of points. But if you don't manage to jump over it, you will be turned into a large slimy frog!

COMMANDO

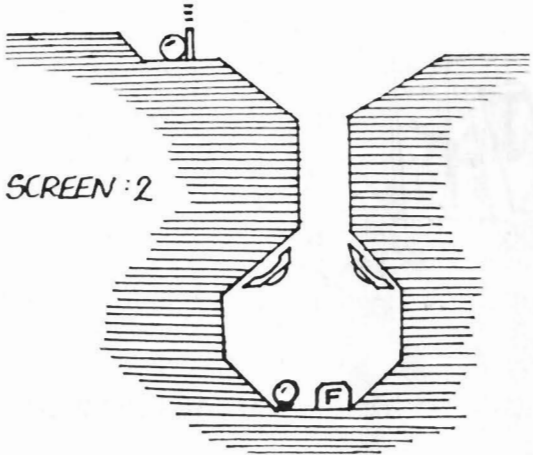
After each stage when the men are coming out of the doors, go to the bottom of the screen and face down. When you fire, your bullets will come out of the top of the screen killing the men in the door.



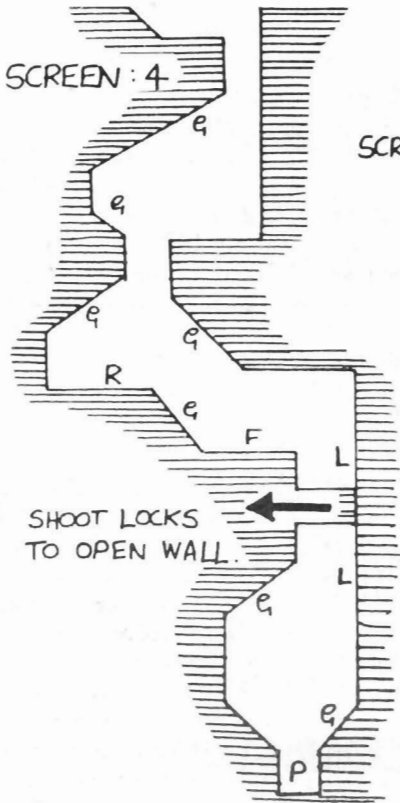
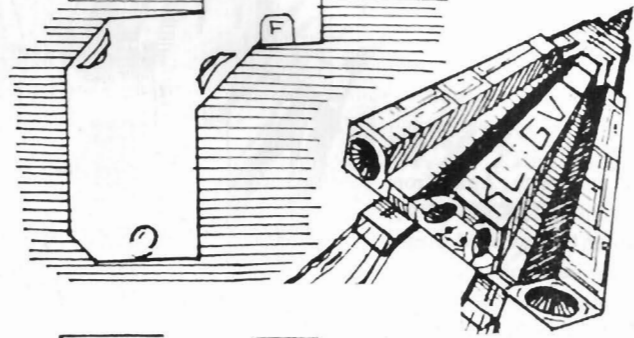
SCREEN : 1



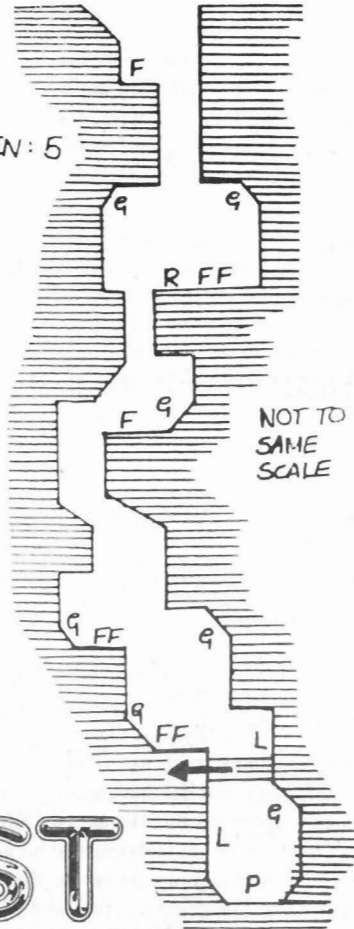
SCREEN : 3



SCREEN : 2

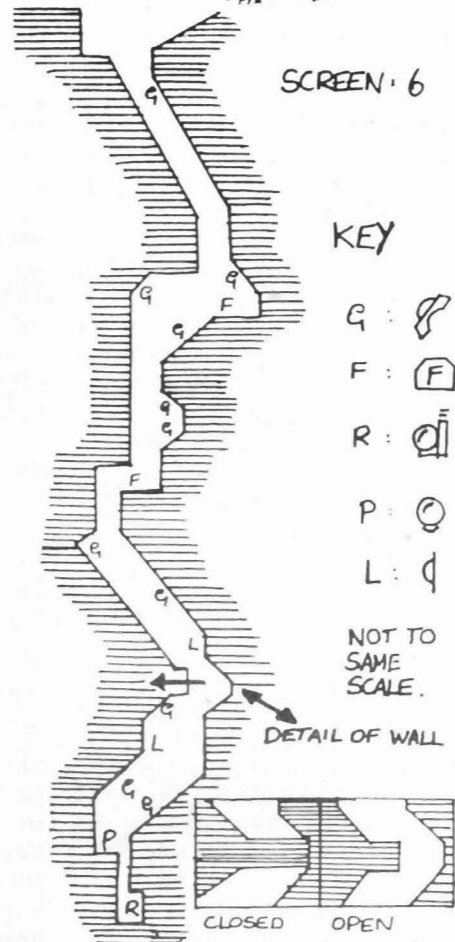


SCREEN : 4



SCREEN : 5

NOT TO SAME SCALE



SCREEN : 6

KEY

G :

F :

R :

P :

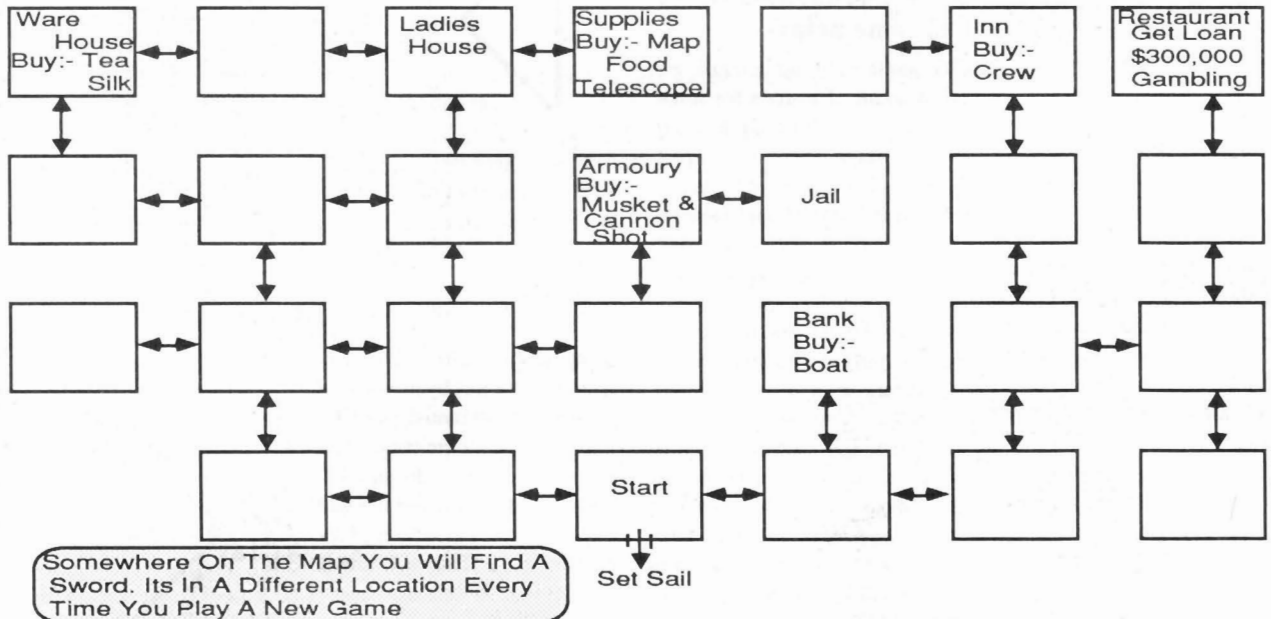
L :

NOT TO SAME SCALE.

THRUST

hints

TAI - PAN (C) ADRIAN DAVIS 1987



TAI PAN



Hints courtesy of Adrian Davis (Sp)

This is the order in which you go about getting ready for sea:-
 1) Go to restaurant - refuse a meal. You will then be taken to a back room where a man will loan you \$300,000
 2) Go to bank - you can buy a boat

of your choice. You will only be able to afford the first two on the list, but you must buy one of them before you can carry on with the game.
 3) Go to the inn - you can buy your crew here. The amount you buy depends on the ship you

chose. You can also press gang people in the streets, but it doesn't always work.
 4) Go to the armoury - You need cannon shot and musket shot in order to do battle on the high seas.
 5) Go to the supplies shop and buy food for your crew, a map

and a telescope, you won't survive without them.
 6) Go to the warehouse and buy whatever goods you can afford. You'll need something to trade when you land at another port.
 7) Go back to start and set sail.

BUBBLE BOBBLE



A Bubble Bobble Duddle thanks to Robert Troughton (C64).

This game is already set to become THE game of 1987. But with the arcade original currently the 3rd most popular arcade machine, the conversion had to be good - or Firebird would have been in a lot of trouble! Anyway, here's a couple of tips to get you on your way :-
 Bubbles:
 Water Bubbles - release a flow of water which will drag you to the

bottom of the screen. Any nasties in the way, will be killed.
 Fire Bubbles - set alight the ground as they hit it. This kills any nasties nearby.
 Lightning Bubbles - fire lightning across the screen. Will kill any nasties it hits.
 Red Pulsating Bubbles - these give you all your lives back.
 Lettered Bubbles - these will spell EXTEND - and, as well as putting you on the next screen, gives an extra life.
 Other Objects:
 Umbrellas - these warp you a couple of screens forward.

Blue 3 Screens, Yellow 5, and Purple 7 screens.
 Trainers - these speed the player up (except when he's falling, of course!)
 Necklaces - these send a pulsating ball bouncing round the screen, killing all nasties.
 Sweets - these give 'Bubble up'. Purple sweets extend the shot distance, while yellow sweets improve your firepower. Collecting both gives 'Super bubble up'.
 Teapots - give either 'Super bubble up', or let off a smart bomb.

Blue crucifix - drowns all nasties, as the whole screen fills with water.
 Red Crucifix - fires a bolt of lightning (big) or gives the player fireballs - instead of bubbles.
 Hearts - stun nasties.
 Potions - these give a bonus, whereby the 2 players (or just 1) must dash about collecting all the notes, fruits, or flowers. The one who gets most, gets a 100,000 bonus - while the other player gets 50,000. Neither player gets a bonus if everything isn't collected!

(P.T.O.)

(Cont. from p33)

The Secret Door - this appears only on level 21 if all the unusual objects are collected. It gives access to a secret room!

General Tips:

Some screens require you to float on the bubbles. This is fairly easy. Just stand a bit back for a while, and face it. Now, in one quick move, fire a bubble and jump onto it. Keep jumping up. If an alien is on the opposite side of a wall to yourself, keep firing bubbles at the wall. If your lucky, the bubble explosions will eventually make contact with the alien - killing it.

Certain levels contain fire, lightning and water bubbles. These will only appear if neither player are shooting. If you're playing on your own, select 2 - player mode, and you can use the 8 credits.

To complete the game, you need to kill the monster on level 100 - and he is only harmed by lightning. Simply get the potion and drop back to the bottom of the screen. Now stand right against the wall and blow bubbles at it - this will fire a shower of lightning across, and the monster will soon be dead.

SOLOMONS KEY

Some hints from Robert Troughton (C64) to help you find the key.

On one of the levels, there is a riddle which says 'CAST A SPELL ON THE KEY AT III - III'. What this means is that you have to wave your wand at the key in Level 3-3, and you can visit The Secret Room!

Bonus's are not only hidden under bricks - to get some, you have to put a brick over it, then take it away again. By hanging over the edge of a brick, you can lay bricks an extra space away from you - essential on later levels. All monsters, except sparks, can be killed by getting rid of the brick beneath them.



RENEGADE

Robert Troughton (C64) has some help:-

This game is certainly causing a fair amount of trouble for some people - so here's a couple of tips for each stage.

Stage 1 - Easy, just walk over to the wall at the far left and continually attack right - if you don't stop punching/kicking, they won't get you.

Stage 2 - To get past the motorbikes, simply jump as they appear on screen, then attack in their direction. They will be kicked from their bikes, and killed. Now go straight to the far right, and do as in Stage 1 - but when the boss comes, be careful. When he falls to the floor, you should stop attacking. Then when he is half way to being back on his feet, start attacking again - hopefully he won't hit you back.

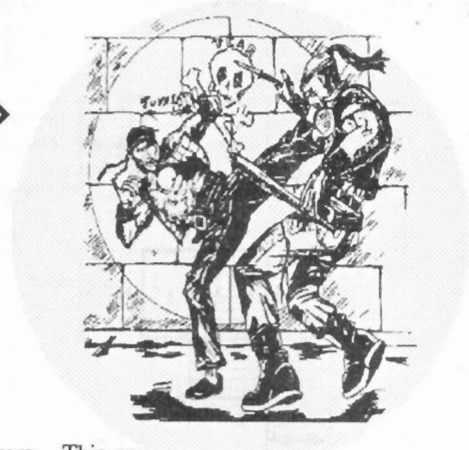
Stage 3 - Walk straight to the far left of the screen, and attack as before, until Bertha (The Boss) appears. To kill her, you must do flying kicks to her head, until her

energy reaches zero. This can easily be done just by moving up then down continuously kicking her in the face all the time. You will notice that this doesn't kill her. Now walk back and she will charge at you. Do a flying kick straight away. This will knock her senseless.

Stage 4 - Use the same method as the other levels, but use kicks to kill them, and be very careful, one hit and you'll be dead!

Stage 5 - Exactly the same - but you need to keep moving up and down, or da boss'll kill you with 'is gun!

The directions to escape are: Go through 5 screens on the glider and fall off. Down the ladder, right, fall off edge, left, go down the ladder furthest on the left and go down, right, down first ladder, down, left, up ladder, right, up ladder, left, up, right, up, left (avoid gaps), walk across rope, down ladder, fall down left side, fall down left side, go left and get bike (if needed), right to escape.



SABOTEUR II

Scott Moore (C64) has the guide.

LIVING DAYLIGHTS

Living help from Tony Bourne (BBC).

TIPS:-

- Level 1 - Select the PPK and run to the right as quickly as possible. Shoot the man who appears from the right of the screen.
 - Level 2 - Select the Night Vision Glasses.
 - Level 3 - Select the Hard Hat.
 - Level 4 - Use the Bazooka to shoot the helicopter.
 - Level 5 - Use the crossbow on the Balloons.
- From Level 6 on, use either the PPK or the Bazooka.

DIZZY DICE

Dice with Chris Archer (C16)

This is a game that is worth taking a look at for £1.99. On most games like this, you don't have much chance to beat the game, the computer plays against you, but with this game, it can be beaten if you get the reels in the right order. At the bottom left hand corner you will see fruits, you have to fill all the fruits with light to get the dice game into action. The best way to keep the fruits from being wiped out is to press key number four when you get the chance to hold, this will stop the cherries from coming onto that reel and making you gamble. This gamble will put the lights out on your fruit and you have to start again. It is best not to gamble when the payout is high, just collect. Also with the Dice, if you get a good score on the first turn of the dice it is better to collect it so that you can build up your score. You need to do this when you are playing on the bank game.

BUBBLE BOBBLE



Robert Troughton (C64)
bobbles up with the routine:
 Why not make life a little easier with UNLIMITED LIVES. I must stress that you do have to work a little more than usual to get them though. Just:- Start the game loading. As soon as the loading screen appears, reset the computer - stopping the tape at the same time. Now

rewind the tape 4 counts, before entering this listing:
 100 POKE 18780,32: POKE 18781,0
 110 POKE 18782,208: POKE 53280,0
 120 POKE 53281,0: POKE 646,1
 130 PRINT CHR\$(147)

140 PRINT "BUBBLE BOBBLE CHEAT"
 150 PRINT "ROBERT TROUGHTON"
 160 X=53248
 170 READA: IF A=-1 THEN SYS 18432
 180 POKE X,A: X=X+1: GOTO 170
 190 DATA
 238,32,208,238,33,208,169,189
 200 DATA 141,216,4,96,-1
 Now RUN the listing, and PRESS PLAY.



Merge loader and add following line:
 65 POKE 33356,0 for infinite lives.

One of the old classics from Mastertronic hacked by Adrian Davis (Sp)

10 PAPER 1: INK 7: BORDER 1: CLS
 20 CLEAR 24299
 30 PRINT AT 10,0; 'VIPER 3 POKES (C) A.C. DAVIS 1987'
 40 INK 1; PRINT AT 2,2;: LOAD""SCREENS
 50 INK 0: PAPER 0: PRINT AT 2,2;: LOAD""CODE
 55 PRINT AT 2,2;: LOAD""CODE
 60 CLS: INK 7
 70 POKE 30273,0: REM INFINITE ENERGY
 80 POKE 30533,0: REM INFINITE LIVES
 90 RANDOMIZE USR 24370

BOSCONIAN

A Donald Hay routine:



TRAXXION

Keep on the right tracks with Martin Pughs (C64) help.

First enter this short listing (save it for future use if you so require)
 0 REM TRAXXION CHEAT PROG. (C) H M PUGH SEPTEMBER 1987
 1 FOR X=320 TO 360
 2 READY:C=C+Y: POKE X,Y: NEXT
 3 IF C=4480 THEN POKE 157,128:SYS 320
 4 PRINT "ERROR IN DATA"
 5 DATA 32,86,245,169,81,141,245,3,169,1
 6 DATA 141,246,3,96,72,77,80,169,94,141
 7 DATA 80,193,169,1,141,81,193,76,0,192
 8 DATA 169,165,141,117,31,141,188,27,76,0,8
 Now type RUN (return) and follow on-screen prompts to load and run the game with infinite cars AND infinite EMIs

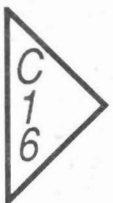
VIPER 3



RETURN OF ROCKMAN

One for you rock fans from Simon Mayor:

To get 255 lives type:
 POKE 4116,255 : SYS 4112
 Also, get onto any level you likeby typing:
 POKE 4135, LEVEL
 Where level is any number from 0-9



THE WIZARD'S PET

A Wiz of a routine from Martin Pugh (C64)

First enter this short listing (save it for future use)
 0 REM TWP CHEAT PROG. (C) H M PUGH SEPTEMBER 1987
 1 FOR X=2025 TO 2041
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 FOR X=320 TO 333
 4 READY: C=C+Y:POKE X,Y: NEXT
 5 IF C=4680 THEN POKE 157,128: SYS 320
 6 PRINT "ERROR IN DATA"
 7 DATA 169,173,141,53,86,141,36,91,32,132
 8 DATA 255,76,30,40,72,77,80,32,86,245
 9 DATA 169,233,141,28,4,169,7,141,29,4,96
 Now type RUN (return) and follow on screen prompts to load and run the game with infinite energy (don't worry, it does manage to bypass the decrunching part.



SIGMA SEVEN

Martin Pugh signals a routine.

Do you fancy infinite lives on this game? You do, great! Look no further.

Just type in this short (saving it for future use if you so require)
 0 REM SIGMA 7 CHEAT PROG. (C) H M PUGH SEPTEMBER 1987

1 FOR X=50661 TO 50712
 2 READY: C=C+Y:POKE X,Y:NEXT
 3 IF C=5869 THEN POKE 157,128:SYS 50661
 4 PRINT "ERROR IN DATA"
 5 DATA 169,197,141,41,3,32,86,245,169,248
 6 DATA 141,189,2,169,197,141,190,2,96,169
 7 DATA 8,141,92,8,169,198,141,93,8,32
 8 DATA 48,8,72,77,80,169,173,141,249,67
 9 DATA 141,22,82,141,151,104,141,102,109,76,3,196

Now type RUN (return) and follow on-screen instructions to load and run the game with infinite lives, however, beware of running out of time.



A Simon (if Pheenix my Lolly I'll smash his head in) Mayor offering:

Enter monitor and type:
 3532 60 G3ECA

PHEENIX



REALLY MEGA POKE SECTION

ams

Contribution by Phil Maxfield. All the following pokes will work on tape games transferred to disk. They may also work on tape versions, although they have not all been tested. Any problems ring Phil Maxfield on 0709 545055

GALLETRON

```
10 MODE 1
20 a$="This poke is by R.M.P. (Real Mega Pokes) written by Andrew Jewitt, collated by Phil Maxfield, and marketed by WHAT POKE by H & D Services, Manchester. Press esc twice to run poke."
30 AS=AS+MID$(AS,1,1):AS=RIGHT$(AS,LEN(AS)-1):LOCATE 10,10:PRINT LEFT$(AS,40);:0 N BREAK GOSUB 40:GOTO 30
40 RUN"mgpoke.bas"
10 MODE 1
20 MEMORY &12FF:LOAD"galitro"
25 FOR ad=&8F2F TO &8F35:READ a$:POKE ad,VAL("&"a$):NEXT
30 CALL &6030
40 DATA 3e,00,32,e0,8b,00,00
```



FREEDOM FIGHTER

```
10 MODE 1
20 a$="This poke is by R.M.P. (Real Mega Pokes) written by Andrew Jewitt, collated by Phil Maxfield, and marketed by WHAT POKE by H & D Service, Manchester. Press esc twice to run poke."
30 AS=AS+MID$(AS,1,1):AS=RIGHT$(AS,LEN(AS)-1):LOCATE 10,10:PRINT LEFT$(AS,40);:GOTO 30
10 ENV 1,3,-1,2,1,21
20 ENV 2,8,-1,1,1,8,1,11,-1,12
30 ENV 3,15,-1,12
40 ENT -1,11,14,1,2,-82,1
50 ENT -2,38,2,2
60 ENT 3,42,1,12
70 ENT -4,6,-18,1,1,104,1
80 MEMORY &4DFF
90 MODE 0:LOAD"!screen.p&a",&C000
100 LOAD"!freedom.jps":POKE &4E4F,0:CALL &4E00
```



MISSION JUPITER

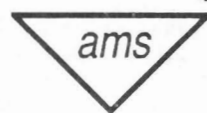
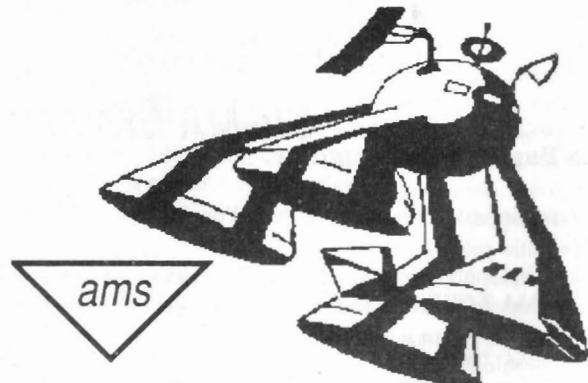
```
10 MODE 1
20 a$="This poke is by R.M.P. (Real Mega Pokes) written by Andrew Jewitt, collated by Phil Maxfield, and marketed by WHAT POKE by H & D Services, Manchester. press esc twice to run poke"
30 AS=AS+MID$(AS,1,1):AS=RIGHT$(AS,LEN(AS)-1):LOCATE 10,10:PRINT
```

```
LEFT$(AS,40);:0 N BREAK GOSUB 40:GOTO 30
40 RUN"mgpoke.bas"
10 MODE 0
20 FOR x=&BE80 TO &BEED
30 READ a$:POKE x,VAL("&"a$)
40 NEXT
50 CALL &BE80
60 DATA 06,06,21,e2,be,11,00,c0,cd,77,b
```

```
c,3e,01,01,1a,1a,cd,32,bc,21,00,10,cd,83,bc,cd,7a,bc,3e,01,01,00,00,cd,32,bc,06,06,21,e8,be,11,00,c0,cd,77,bc,21,00,c0,cd,83,bc,cd,7a,bc,3e,00,32,c7,e0,21,00,10,11,00,00,01,00,80,ed,b0
70 DATA 21,00,c0,11,00,80,01,00,32,ed,b0,21,00,c0,11,01,c0,01,ff,3f,75,ed,b0,c3,47,86,4d,47,2e,30,30,4d,47,2e,30,30,31
```

GREAT GURIANOS

```
5 REM FILES ARE GTT1.BIN,GTT2.BIN,GTT3.BIN,GTT4.BIN,GTT5.BIN
10 FOR ad=&9FF5 TO &A177
20 READ a$:POKE ad,VAL("&"a$):NEXT
25 CALL &9FF5
30 DATA 0E,07,21,00,B0,11,40,00,CD,CE,BC,01,0D,BC,ED,49,01,00,BD,ED,49,01,0C,BC,ED,49,01,30,BD,ED,49,01,01,BC,ED,49,01,20,BD,ED,49,01,02,BC,ED,49,01,2A,BD,ED,49,01,07,BC,ED,49,01,1E,BD,ED,49,01,06,BC,ED,49,01,18,BD,ED,49,21,37,A1,AF,4E,41,E5,F5,CD
40 DATA 32,BC,F1,E1,23,3C,FE,04,20,F1,01,00,00,CD,38,BC,3E,01,CD,0E,BC,CD,65,BC,3E,FF,CD,6B,BC,21,50,A1,06,08,11,0E,80,CD,77,BC,21,00,C0,CD,83,BC,CD,7A,BC,21,58,A1,06,08,11,00,20,CD,77,BC,21,00,80,CD,83,BC,CD,7A,BC,CD,3F,A1,CD,67,86,CD,84,92,CD,43
50 DATA 82,CD,99,92,21,8F,92,06,09,7E,FE,FF,20,05,23,10,F8,18,E8,CD,51,92,21,60,A1,06,08,11,00,80,CD,77,BC,21,00,01,CD,83,BC,CD,7A,BC,21,68,A1,06,08,11,00,80,CD,77,BC,21,00,80,CD,83,BC,CD,7A,BC,21,00,82,11,00,8E,01,00,02,ED,B0,11,00,96,01
```



```
,00,02,ED
60 DATA B0,11,00,9E,01,00,02,ED,B0,21,70,A1,06,08,11,00,80,CD,77,BC,21,00,80,CD,83,BC,CD,7A,BC,F3,31,00,01,AF,01,7E,FA,ED,79,01,8D,7F,ED,49,21,00,80,11,00,A6,01,00,02,ED,B0,11,00,AE,01,00,02,ED,B0,11,00,B6,01,00,02,ED,B0,11,00,BE,01,00,02,ED,B0,3E
70 DATA 00,32,B1,0A,C3,00,01,06,02,1A,CD,99,92,21,8F,92,06,09,7E,FE,FF,20,F3,23,10,F8,C9,47,54,54,31,2E,42,49,4E,47,54,54,32,2E,42,49,4E,47,54,54,33,2E,42,49,4E,47,54,54,34,2E,42,49,4E,47,54,54,35,2E,42,49,4E
```

MISSION GENOCIDE EXOLON

```

10 MODE 0
20 FOR x=&BE80 TO &BEED
30 READ a$:POKE x,VAL("&" + a$)
40 NEXT
50 CALL &BE80
60 DATA 06,06,21,e2,be,11,00,c0,cd,77,bc
,3e,01,01,1a,1a,cd,32,bc,21,00,10,cd,83,bc,
cd,7a,bc,3e,01,01,00,00,cd,32,bc,06,06,21,
e8,be,11,00,c0,cd,77,bc,21,00,c0,cd,83,bc,c
d,7a,bc,3e,00,32,c7,e0,21,00,10,11,00,00,01
,00,80,ed,b0
70 DATA 21,00,c0,11,00,80,01,00,32,ed,b0
,21,00,c0,11,01,c0,01,ff,3f,75,ed,b0,c3,47,8
6,4d,47,2e,30,30,30,4d,47,2e,30,30,31
    
```

WONDER BOY

```

5 REM FILES ARE WONDER1 AND
WONDER2
10 FOR AD=&BE9B TO &BED9
20 READ AS:POKE AD,VAL("&" + AS)
30 NEXT
40 CALL &BE9B
50 DATA 06,07,21,CC,BE,11,00,C0,CD,7
    
```

```

1 REM FILES ARE EXOLON1 AND
EXOLON2
5 MODE 0
10 FOR AD=&BE9D TO &BEFC
20 READ AS:POKE AD,VAL("&" + AS)
30 NEXT
35 CALL &BE9D
40 DATA 06,07,21,EF,BE,11,00,C0,CD,77
,BC,3E,01,01,1A,1A,CD,32,BC,21,00,01,
CD,83,BC,CD,7A,BC,3E,01,01,00,00,CD,
32,BC,06,07,21,F6,BE,11,00,C0,CD,77,BC,
21,00,C0,CD,83,BC,CD,7A,BC,F3,3E,00,3
2,59,11,32,7A,1F,32,25,2A,21,00,C0,11,00
,80,01,00,40,ED,B0,C3,00,01
50 DATA 45,58,4F,4C,4F,4E,31,45,58,4F,
4C,4F,4E,32
    
```

```

7,BC,21,40,00,CD,83,BC,CD,7A,BC,06,07
,21,D3,BE,11,00,C0,CD,77,BC,21,00,C0,C
D,83,BC,CD,7A,BC,F3,3E,00,32,E5,52,C3
,40,00,57,4F,4E,44,45,52,31,57,4F,4E,44,
45,52,32
    
```

LAST MISSION

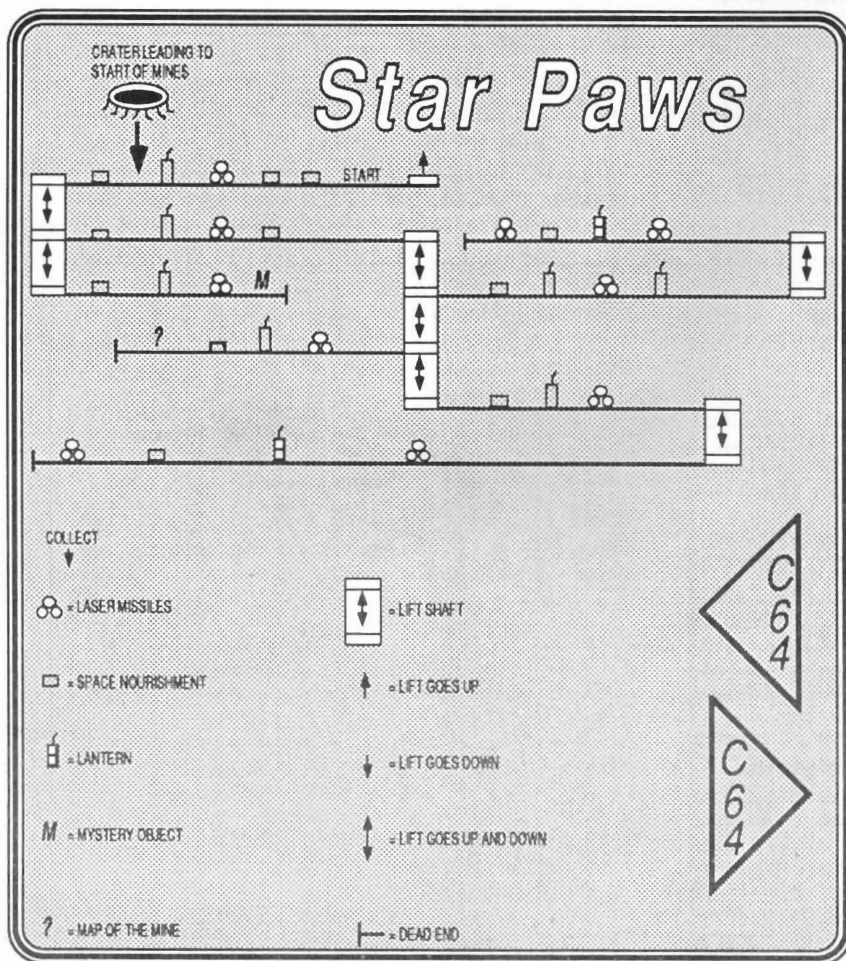
```

5 MEMORY &3FFF
20 OPENOUT "x":MEMORY &3E0:
CLOSEOUT
30 MODE 1:INK 0,0:BORDER 0
40 LOAD "LASTMIS.NO1"
50 LOAD "LASTMIS.NO2",&C000:POKE
&3E2,&F3
53 POKE &53D,0:REM gravity
55 POKE &AED,0:POKE &AF5,0:REM
lives
57 POKE &AA5,0:REM force
59 POKE &6EF,0:POKE &740,0:REM
laser
60 CALL &3E2
    
```

SPACE HARRIER

```

10 MODE 0
20 OPENOUT "d
30 MEMORY 949
40 CLOSEOUT
50 LOAD "block",950
60 POKE &D74,0
70 CALL 950
    
```



STAR PAWS

Tips from David Marsh

On the surface:-

Do not run straight into or after a Griffin unless armed because he will run away before you can jump on him. Do wait for the bird to come onto your screen; he should stop a short distance in front or behind you. Then walk away from him a short distance and stop; he will walk after you and slowly pass you, then jump on him.

In the Mines:-

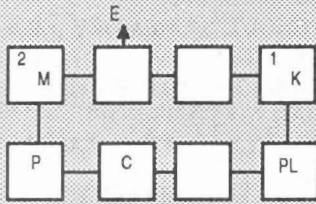
The birds are cleverer here and the above will not work so chase after the bird and jump on the ground as soon as you see him. Keep doing this until you are close enough to grab him. If that doesn't work, see if there is a dead end in the tunnel and chase the bird to it and slow down near the end. Then walk to the end after the bird, then walk away and stop. The bird will walk in front of you and you can grab him.

On the laser:-

Do not fire when the bird is off the screen because he will come back on with a trampoline.

maps

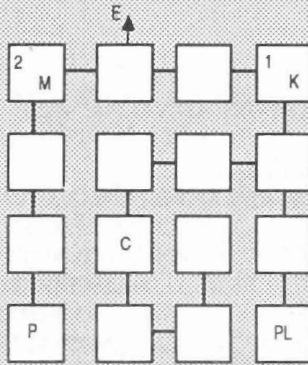
LEVEL ONE



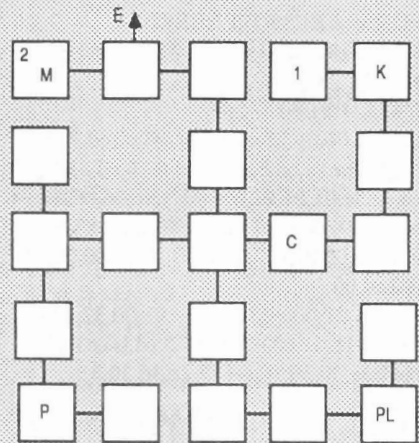
KEY

- 1 = START POSITION FOR PLAYER ONE
- 2 = START POSITION FOR PLAYER TWO
- K = KEY
- M = MONEY
- P = PASSPORT
- C = CASE
- E = EXIT
- PL = PLANS

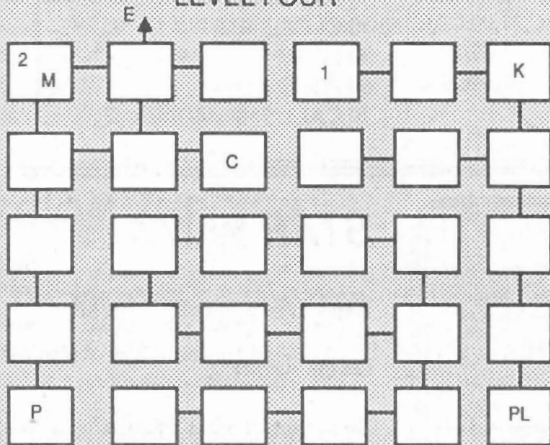
LEVEL TWO



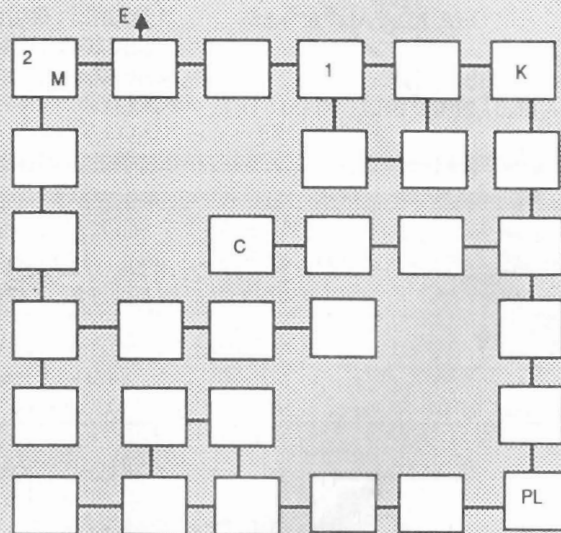
LEVEL THREE



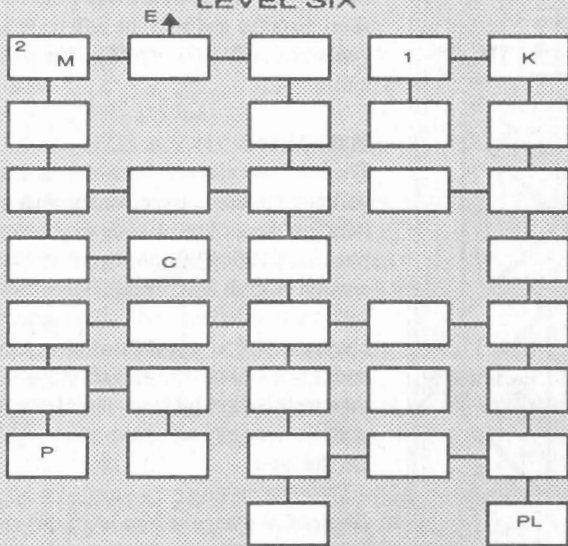
LEVEL FOUR



LEVEL FIVE



LEVEL SIX





Hello again! Thanks to all 5 of you who wrote in with your problems, ideas and comments. Hopefully, more will write in now - and maybe there will be some routines printed (and there may even be some free software in it!). Anyway, I'll start with a bit of mail:

Dear Bob,

I was wondering whether you could help me or not - I need a machine code routine that will perform the LOAD command. You see, I'm writing an adventure and need to LOAD several parts - my adventures pretty big! I can't get the command to work in BASIC as I get an OUT OF MEMORY ERROR. Please help me! It's nice to see a programming column in a games playing magazine, and I hope the column continues for a long time.

Yours sincerely,

Barry North, Leeds.

Yes, I know a lot of people don't know how to use the LOAD command. Unlike most ROM routines, this one takes a bit of setting up. The following routine, when executed, will LOAD the next part on CASSETTE. the routine doesn't allow filenames to be entered, so it MUST be the next part on tape.

Program 1: LOAD: Robert Troughton

10 X = 52992

20 READA: IF A = -1 THEN END

30 POKE X,A: X = X + 1:

GOTO 20

40 DATA

169,1,170,160,0,32,186,255

50 DATA

169,0,32,189,255,162,1,160
60 DATA 8,32,213,255,96,-1

The routine is executed by:
SYS 52992

Dear Robert,

Congratulations for the excellent cheats. My favourite cheats are REBOUNDER, ZYNAPS and ROAD RUNNER (all HOT OFF THE PRESS!) Your column is great, though too small for my liking. Unfortunately, there was a slight error in one of your programs (FLASHLOAD) - but looking at the routine above (MEMORY SCAN), I soon noticed which line was missing.

Here's a short machine code tip - which cuts down on memory wastage. It clears the screen. Now you don't need to write a routine which fills the whole screen with spaces!

LDA #S93

JSR SFFD2

Yours sincerely,

Paul Stevenson

I agree - my column is far too small, but games playing handbooks are meant for tips, cheats, maps, solutions, reviews etc - and livened up by other features (Video world, Around the coinops and (best of all) Bobs bit). Thanks for the machine code tip, but I'm afraid everyone knows that one! But not so many people know that there's already a 'clear screen' routine built into the 64. To use it, just use the syntax: SYS 65371

Or, for machine codes: JSR SFF5B

That's all the mail I can squeeze in this month I'm afraid. But, just so that the other 3 don't feel left out, I also received mail from: Simon Conner, Peter Fenn, and Steven Dartmoore.

Now to finish off for this month, here's my all time top 5 games: 1) DELTA-Totally brill, in every aspect (Hookability, Graphics, Lastability, Playability, Value (even cheaper if you get it from H+D or any mail order firm), and the Music is mega!

2) HEAD OVER HEELS=An

BOBS BIT

excellent game, the only fault I can find, is that the graphics are taken from the Spectrum version and not the Amstrad version (which is incolour). 3) URIDIUM-A superb shoot em' up, which started a new 'craze' in shoot em' ups (creating clones like: THUNDERBOLT and STARFORCE NOVA - both having a couple of differences).

4) KIKSTART II-A worthy successor to the original KIKSTART. It's even better than the 128 version (which was Multiload, and

didn't have a track designer!). 5) THRUST-A true classic. Though lacking good graphics, the game is highly addictive. It certainly caused a stir at my local computer shop! Unfortunately, the game's sequel wasn't quite as addictive and compelling.

Well, that's it for another month. Don't forget to send me any views, ideas, routines, tips - in fact, anything you can fit in an envelope! Just send them to the H+D address, and they'll pass them on.

Here it is - the first utility review. Anyone wanting their 'super new joystick with built in microwave' or 'fastest drive in the west' reviewing, send them in and I'll see what I can do.

VIDCOM 64

Vidcom/Power House

£4.95

Cassette

VIDCOM 64 is a pretty old hires editor - and, as far as I know, the cheapest available. It doesn't have all the 'fancy bits' featured on more expensive packages, but does have all the 'essential bits'. It is controlled by either Joystick, Mouse (which should be the best option), or Trakball. There are SAVE, VERIFY and LOAD options. The whole system is icon driven, except when moving your point about (of course!). There are 32 patterns available, which you can fill with - totalling 64, as there's is MONO and MULTI-COLOUR modes. Other commands which make the package special include taking bits of the screen and putting in them Sprites and Characters, and the other way around - which is great fun, as you can 'smear' the things all over the screen - a great effect! Here is a quick run down of all the commands available: FREEHAND DRAW (FRE DRW) FREEHAND COLOUR (FRE COL) SCREEN SWAP (SCR SWP) SCREEN DUPLICATE (SCR

DUP)

SCREEN CLEAR (SCR CLR)

HIGH VELOCITY (HI VEL)

LINE DRAW (LINE DRW)

BAND DRAW (BND DRW)

RAY DRAW (RAY DRW)

BOX DRAW (BOX DRW)

BOX COLOUR (BOX COL)

BOX CLEAR (BOX CLR)

BOX REVERSE (BOX REV)

BOX X-REFLECT (BOX XRF)

BOX (Y-REFLECT (BOX YRF)

BOX ROTATE (BOX ROT)

BOX DUPLICATE (BOX DUP)

MAGNIFY DEFINITION (MAG

DEF)

MERGE FILL (MRG FILL)

CIRCLE CLEAR (CIRC CLR)

CIRCLE DRAW (CIRC DRW)

SPRITE EDIT (SPT EDIT)

CHARACTER EDIT (CHR EDIT)

PATTERN EDIT (PAT EDIT)

PATTERN FILL (PAT FILL)

PRINT DEFINITION (PRT DEF)

GRAB DEFINITION (GRB DEF)

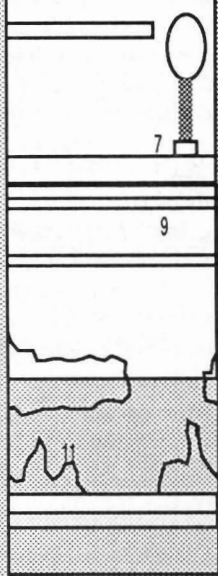
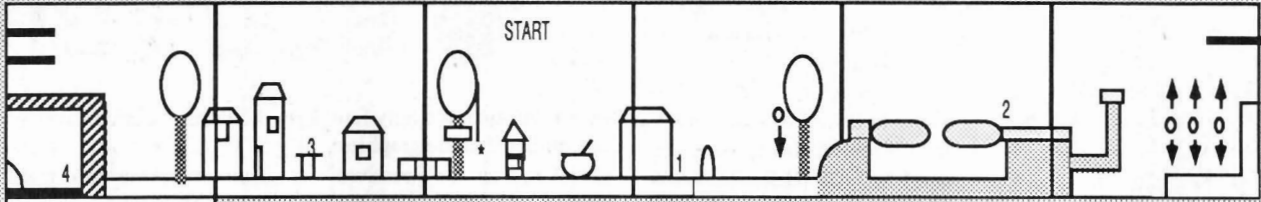
Unfortunately, I don't have the space to explain any of the commands. The editor features 2 hire screens, which can be swapped, duplicated and cleared.

Overall, this package is excellent value for money.

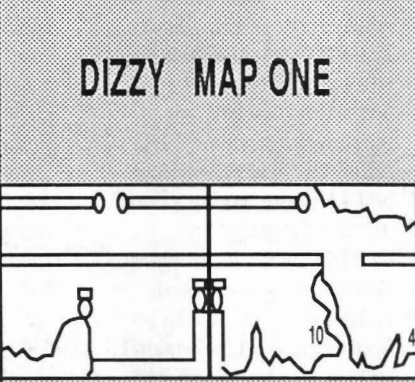
THE POWER HOUSE have now re-released this title, in a double package, along with ULTRAKIT, an extended basic at £9.95

That's all for this issue, I'll see you again next issue, and keep the letters coming in.

maps



DIZZY MAP ONE



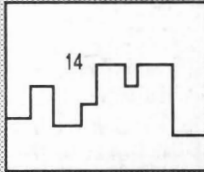
DIZZY



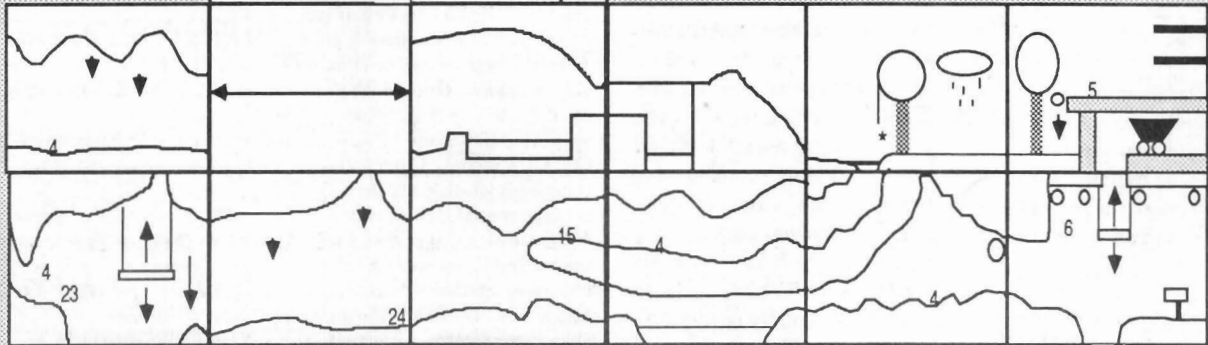
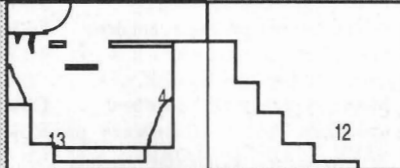
Get dizzy with Jon Norths' help:

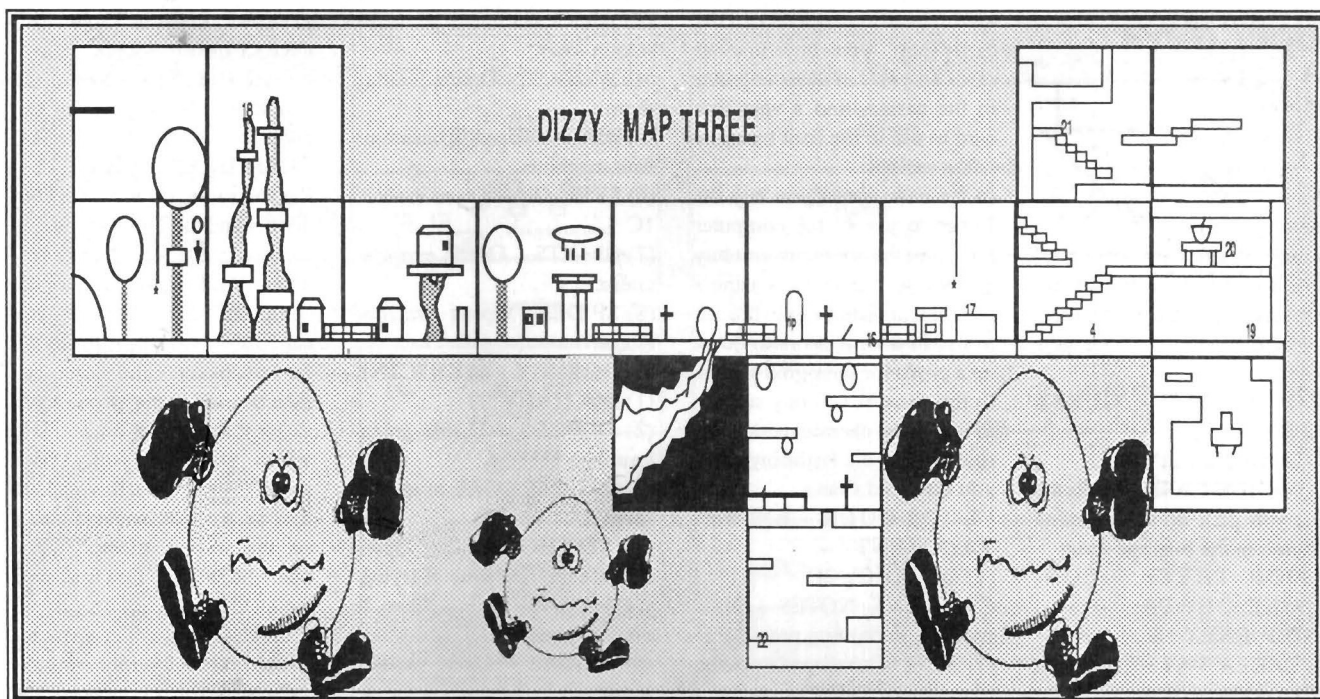
```

10 REM Dizzy by Jon North
20 LET imm=0: LET liv=0
30 INPUT "Immortal?"; LINE a$
40 IF a$="y" THEN LET imm=211
50 INPUT "Lives?"; LINE a$
60 IF a$="y" THEN LET liv=245
70 LOAD ""CODE
80 FOR f=23352 TO 23361
90 READ a: POKE f,a: NEXT f
100 RANDOMIZE USR 23296
110 DATA 175,50,200, imm,50
120 DATA 26,liv,195,182,92
    
```



DIZZY MAP TWO





DIZZY

MAP

Key - Numbers on Map

- 1) BURNING TORCH
- 2) EMPTY POTION BOTTLE
- 3) MUCKY GREASE GUN
- 4) EXTRA LIVES
- 5) FREE ACME BIRD SEED
- 6) GRAVEYARD KEY

- 7) GHOST HUNTER LAZER
- 8) PLASTIC RAINCOAT
- 9) MINERS HARD HAT
- 10) A CAN OF 3 IN 1 OIL
- 11) A PURSE OF GOLD
- 12) A BOTTLE OF DRY ICE
- 13) A STRONG CROWBAR
- 14) A GLEAMING EMERALD
- 15) A GLOVE OF GARLIC

- 16) A CAN OF INSECTISIDE
- 17) VAMPIRE DUX FEATHERS
- 18) GARDNERS SPADE
- 19) HORSESHOE MAGNET
- 20) FLASK OF TROLL BREW
- 21) BROKEN HEART
- 22) SHARP DIAMOND
- 23) PROTECTIVE AMULET
- 24) LEPRECHAUNS WIG

DIZZY

Some hints to play this game by Andrew Harrison and Gregory Quinn.

- 1) ACME BIRD SEED KILLS WHITE BIRDS (carry it and touch birds)
- 2) EGGS GIVE EXTRA LIVES
- 3) GREASE GUN MOVES MINE CART AT ENTRANCE
- 4) RAINCOAT STOPS RAIN DROPS
- 5) GHOST HUNTERS LAZER KILLS

- 6) GHOST (touch ghost while you have it)
- 6) CROWBAR OPENS HATCH, WITH SPIDER IN IT
- 7) TORCH LIGHTS THE CAULDRON
- 8) KEY OPENS GRAVEYARD GATE
- 9) 3 IN 1 OIL OPENS DRAWBRIDGE
- 10) INSECTICIDE KILLS SPIDERS (carry it and touch spiders)
- 11) MINER'S HAT STOPS APPLES
- 12) CLOVE OF GARLIC KILLS RED BATS (carry it and touch bats)
- 13) BROKEN HEART OPENS HATCH NEAR CASTLE (jump onto blue statue and use heart)

- 14) GLEAMING EMERALD MOVES YELLOW GOD
- 15) USE BAG OF GOLD BESIDE HERMIT'S HOUSE. GO UP ON BUCKET, JUMP ONTO THE ROOF, JUMP UP, THEN ONE OF THE INGREDIENTS FALLS DOWN
- 16) SHARP DIAMOND CUTS WHITE ICE LINE
- 17) DRY ICE FREEZES RIVER (may only be used on one river)
- 18) INGREDIENTS ARE THE VAMPIRE DUX FEATHERS, LEPRECHAUNS WIG AND THE FLASK OF TROLL BREW

The aim of the game is find 2000 credits. When you start you're holding 4 items. These are:

- 1) PASSPORT - Which you give to man in main entrance, he will give you 100 credits.
- 2) CAMERA - This opens the cinema.
- 3) SUITCASE - Put this in the

luggage room and pick it up in your room (3B) and give it to man in 2A.

- 4) COMB - Opens the teeth specialist.

The following help is a floor by floor summary starting with Floor 1 - Administration. The bracketed numbers on each floor correspond to the

numbered items in each section.

FLOOR ONE - ADMINISTRATION

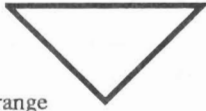
- (1) TRUNKS - Opens swimming room
- (2) DOORKEY 1C
- (3) DOORKEY 3B - Is your key, ask the receptionist for it
- (4) BULLETIN - Opens

SUPER NOVA

Super Hints from Adrian Davis (Sp)

hints

Super Nova (Cont.)



shooting range

To talk to a man, place super-nova R.O.B.O.T. over him and press fire. Then the instructions will appear in the message screen.

FLOOR TWO - GUEST ROOMS

- (1) DOORKEY 3A
- (2) WRONG CASE - This is the case you pick up after putting suitcase in the luggage room
- FLOOR THREE - CONSUMER GOODS
- (1) DOORKEY 1B
- (2) TAKEAWAY - Used with roots, adder, divider and the Times to produce a slomo in the computer room.
- (3) FLOUR - Opens garden
- (4) TEA - Opens golf range
- (5) GLASSES - Opens opticians
- (6) BATTER - Opens boxing room
- (7) CHIPS - Opens casino
- (8) BAD HERRING - Opens ear specialist
- (9) ICE - Opens skating room
- (10) SALT - Unlocks season room
- (11) PEPPER - give to man in room 1A

Also on this floor, you can buy objects of great use. In the stationers you buy dividers to use in the computer room and ink to

use in the printing press. In the card shop, you buy marked cards so you can cheat at poker in the casino, and a valentine card to use in the fruit machine in the casino.

In the newsagents you buy the Times to use in the computer room. In the jewellers you buy a jewel to use in the casino's fruit machine and a gold brooch to use in the investors to boost up a profit for your gold shares. In the chemist you buy sodium to use in the chemist with chlorine to form salt. In the investors you buy gold shares.

FLOOR FOUR - ENTERTAINMENT

- (1) DOORKEY 2C
- (2) BLANK NOTES - Used with ink in printing press
- (3) FILM - Developed in developing room in exchange for a negative which in turn opens the subzero room
- (4) FRIDAY THE 13th - Opens Fishaday cafe
- (5) QUILT - You give this to man in room 2B
- (6) NOVEL - Opens news department
- (7) SLOMO - Use this on first game in arcade room to reach a high score. The score is always 7942. This is the combination for the safe the second time you open it.

FLOOR FIVE - SPORT

- (1) DOORKEY 3C
- (2) DOORKEY 2A
- (3) CHLORINE - Used with sodium in chemist to produce

salt which in turn opens the season room

- (4) WEIGHT - Opens waiting room
- (5) 9 IRON - Used in casino on fruit machine
- (6) SKIS - Give to man in room 1C
- (7) SIGHTS - Opens eye specialist
- (8) SPIDER - Opens Arachnid House
- FLOOR SIX - MEDICINE
- (1) DOORKEY 2B
- (2) GLOVES - Opens greenhouse
- (3) BRACES - Give to man in room 3A
- (4) STETHOSCOPE - Opens the safe the first time of trying
- (5) MEGAPHONE - Give to man in room 1B
- (6) FRAME - Open snooker room
- FLOOR SEVEN - UPPER DOME
- (1) DOORKEY 1A
- (2) SHOVEL - Used in casino on fruit machine
- (3) ROOTS - Used in computer room
- (4) FLOWER BED - Opens dormitory
- (5) LADDER - Opens snake house
- (6) WORMS - Opens book room
- (7) ADDER - Used in computer room
- (8) SCORPION - Give to man in room 2C

There's quite a few puzzles to solve in this game, so here's a

run down on them:-

PRINTING PRESS

Put ink and blank notes in the two lockers either side of the press for 100 credits.

COMPUTER ROOM

Put the roots, takeaway, adder, divider and the Times in the five lockers to the left of the computer. Put R.O.B.O.T. over the computer. Press fire then you can collect the slomo from the far left locker. The slomo can then be used in the arcade room to play the game on the left, which will give you a high score. This score is then used as the combination to open the safe on the second attempt. You open the safe the first time with the stethoscope.

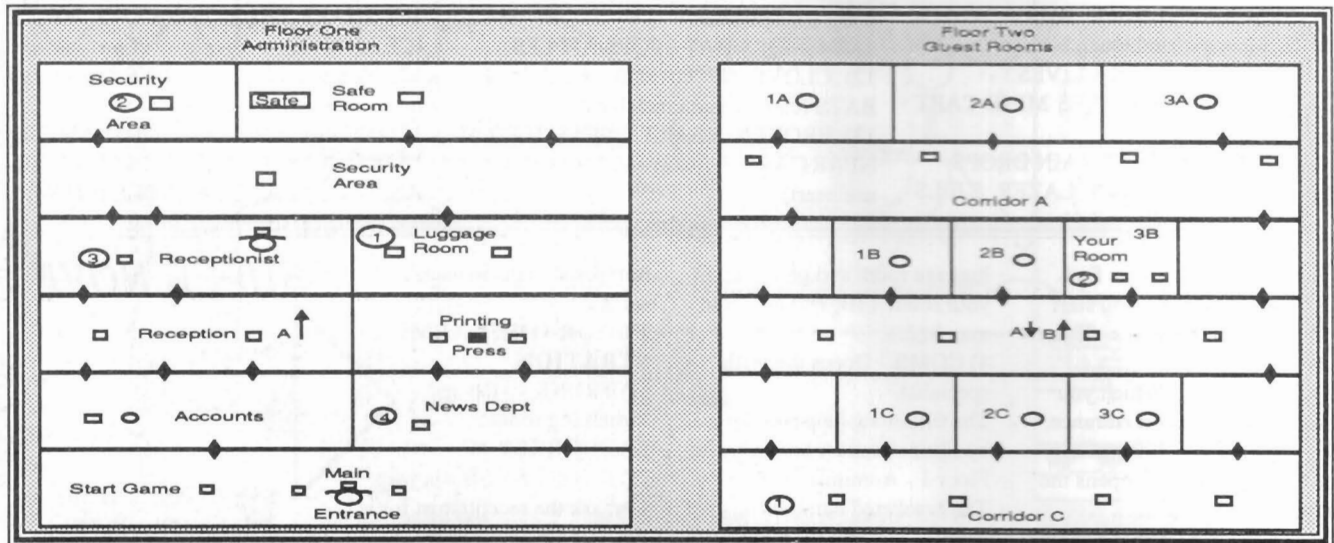
CASINO

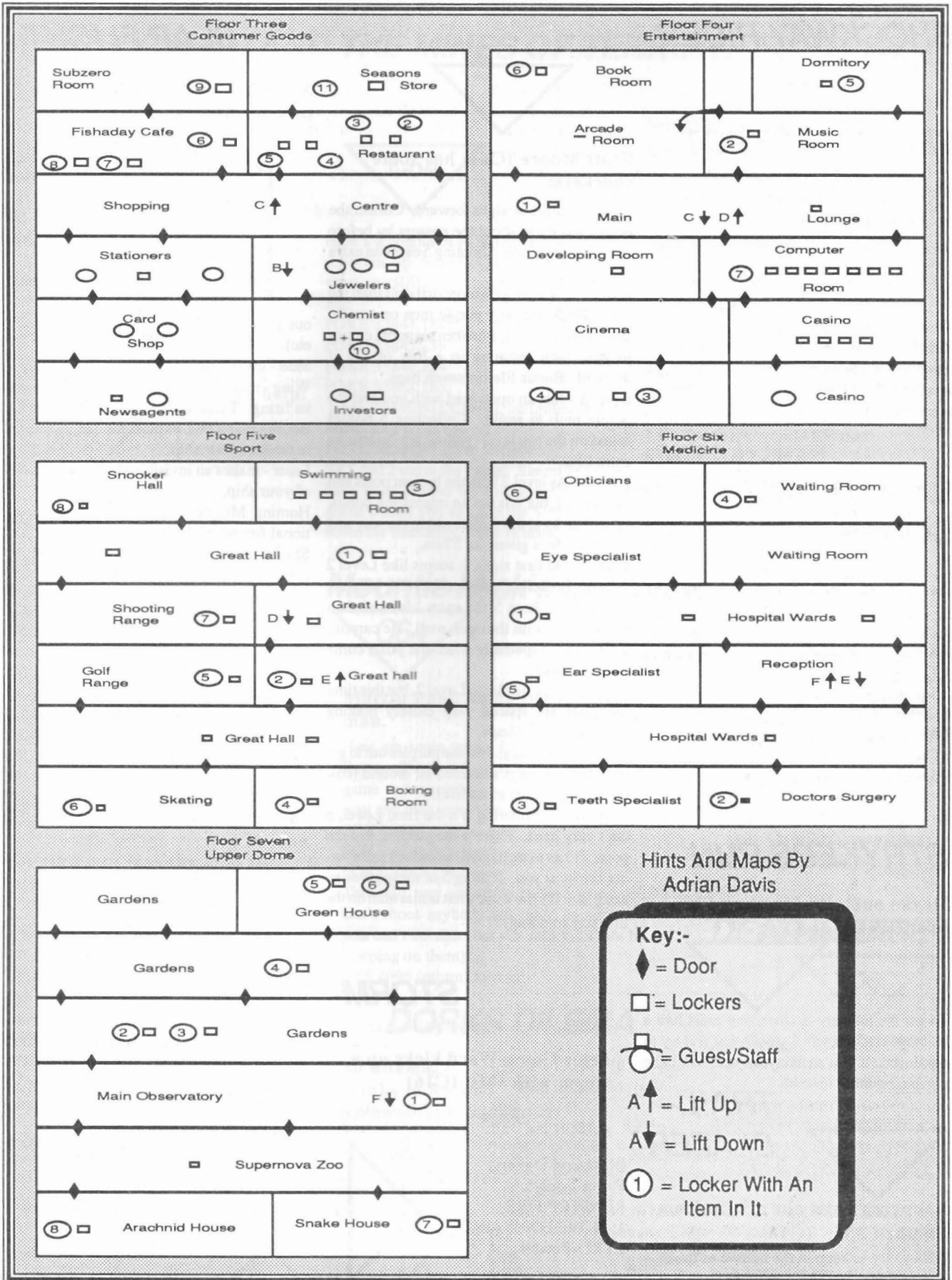
In the first casino room, put the valentine card, 9 iron, jewel and shovel, in that order, in the four lockers, then play the fruit machine. Keep playing it till you've won all the money. In the second room of the casino, take the marked cards to the man to win a hand of poker and 100 credits.

CHEMIST

Put chlorine and sodium in the two lockers to exchange into salt. You'll find the salt in one of the two lockers, usually the right hand one. The salt then opens the season store.

Finally, whatever you buy in the shops you can take back after you've used them to get your credits back.





SHOCKWAY RIDER

VEGAS JACKPOT

Peter Clarke-Ward (C16) helps you land the jackpot:

When you have finished the game, ie. (got £250) you may find that you can't start the game again. So press Runstop/Reset to get into MONITOR and Type G2000 and press return and the game will now play!

SABOTEUR 2 CODES

Help from Bernard Wood (Sp)

- 2 Jonin
- 3 Kime
- 4 Kuji Kiri
- 5 Saimenjitsu
- 6 Genin
- 7 Mi Lu Kata
- 8 Dim Mak
- 9 Satori

STRYKERS RUN

Stryke out with Matthew Phillips: (BBC)

To get the machine gunner, you must lure a helicopter which will fly over you and try to bomb you. If you're lucky, he will bomb the machine gunner instead.

TRAIL- BLAZER

Bouncing balls ahoy, help from Stephen Avis. (C16)

Always try to keep in the middle as much as possible.

Scott Moore (C64) has some shockers:

Level 1 - Quite straight forward. Collect the bricks and try to shoot the passers by before they change purple. Shooting 5 earns an extra life.

Level 2 - This is much more difficult than the first. There are only purple men on screen, and every so often, a broken signpost comes in your path resulting in a loss of life if touched. Bonus life for seven bags.

Level 3 - Just an open road with you and the purple mob to avoid. Collecting 5 bottles found on the top level (yellow area) earns an extra life.

Level 4 - As level 2 with the broken posts and the purples, but this has an interesting bonus. Shoot bricks at the targets along the way and an extra life is given for 5 hits.

Level 5 - At first sight, it seems like Level 2 with the broken posts, then Level 1 with the bystanders (shoot 5 for extra life) and then like Level 3 with the open road. Be careful, it's tricky! Especially when the posts come from nowhere.

Level 6 - Very similar to Level 2, but this time the posts are spaced very closely making moving very difficult.

Level 7 - Very easy. Just the purples out to get you, and mailbags scattered all around (collecting 8 gives an extra life).

Level 8 - Considering it's the final Level, it isn't very hard. There's the purples, broken posts and an extra hazard, an onlooker throwing bricks at you. Killing 5 of these gives an extra life. By the way, what is that man on the title screen doing???

STORM

Peter Clark-Ward kicks up a storm with this: (C16)

(Keyboard Owners)
Player 1 only!
RUNSTOP:FIRE
1: MOVE FORWARDS
CTRL=Rotates

SLAP FLIGHT

A slap in the face, with thanks to Scott Moore. (C64)

The items available are:
Speed - should be got first as they increase manoeuvrability. Five speed icons are needed to gain maximum velocity.

Shot - gives you normal fire power (if you'd previously had bombs, lasers, homing missiles etc).

Side - gives lasers on the side of your ship.

Wing - makes your ship larger, and enhances its firing. Three wing icons can be gained.

Bomb - using this, explosions can be caused in front of your ship.

Laser - makes an invisible shot come in front of your ship.

Homing Missiles - gives you multi-directional fire which homes in on your enemy.

Shield - gives you a temporary shield which diminishes as the enemy hits you.

Be careful when getting the wing icon as it increases the area of your ship, making you more vulnerable to enemy fire.

SPELLBOUND

Robert Troughton is bound to cast a spell on you with this one. (C64)

Nearly every magazine has printed the solution for this game, so I won't bore you with yet another. But NONE that I've seen have printed the order in which the characters need to be teleported. And since this spoils the game (and there isn't a SAVE option), I wouldn't be surprised if everybody gave up. Well fret no more - the order is:
ELRAND, SAMSUN, THOR, ROSMAR, BANSHEE, FLORIN, ORIK, GIMBAL.

DOCTOR WHO AND THE MINES OF TERROR

C64

DENARIUS (Firebird)

A Robert Troughton routine:

Here's a couple of POKES for FIREBIRDS shoot em' up. Just LOAD the game (the usual way), and RESET the computer before entering:

POKE 33844,169
POKE 33845,239
POKE 33846,234
POKE 33868,165
gives IMMUNITY (well, unlimited shields - that can't be turned off).
POKE 33324,47 gives 256 lives
SYS 6912 starts the game. Simmilar cheats have been printed for this game, but mine doesn't need you to keep the SPACE BAR down for immunity, mine is instant!

DRAGONS

David Pickles has help:

ams

10 DRAGONS - DISC
20
30 INFINITE LIVES
40
50 INSERT DRAGONS DISC
60 RUN THIS PROGRAM
70
100 MEMORY &3FFF
110 LOAD"FRED3"
120 POKE 21605,0
130 CALL &43F0:CALL &6330

CHUCKIE EGG 2 (A'n'F)

Martin Pugh lays the eggs for this classic:

I doubt that many of you have the original of this game, but doubtless hundreds of you have Now Games. So take it out, blow the dust off, insert it into the tape deck and load the game in the normal way. Reset the computer (after it has finished loading) and enter these pokes:

POKE 31260,0 (return)
This turns off all sprite to sprite collision,(however, you must remember to drop the bone on the dog screen.)
POKE 30895,165 (return) This gives you infinite lives.
SYS 18702 (return) to start

C64

C64

Not Who, What from Martin Pugh.

First of all, type in the following listing (correctly) and save it onto a blank tape for future use if you require.

0 REM DR WHO CHEAT PROG. (C) H M PUGH 1987 (THE HOLYWELL HACKER)

1 FOR X=320 TO 349
2 READY: POKE X,Y:NEXT
3 SYS 320
4 DATA 32,104,225,169,80,141
5 DATA 243,3,169,1,141,244
6 DATA 3,76,13,8,169,165
7 DATA 141,47,145,141,67,145
8 DATA 32,167,2,76,0,72

Now type VERIFY (return) and wait when 'verify error' appears type RUN (return) the game will now load and run but you will have infinite regenerations (lives)

Mountie Mick's Deathride

C64

Martin Pugh helps you get your man.

Here are some pokes for the poor Stop the Express/Express Raider clone. Just load the game and reset the computer in the normal way and then enter these pokes:

POKE 4885,169 (return)
POKE 4886,0 (return)
POKE 4887,234 (return)

This will turn off sprite collisions, so you can't shoot anybody but more importantly, you can't be shot (but you still kill them by jumping on them)

SYS 4096 (return) to start

DORKS DILEMA

No dilemma, thanks to Aaron Gale.

1 POKE 13054,234
POKE 13055,234: Infinite lives
2 POKE 11531,X: X=lives
3 POKE 9000,96: Freeze aliens
4 POKE 14000,234
POKE 14001,234
POKE 14002,234: When you enter a room you automatically clear it.
5 SYS 6496

C
1
6**CENTURIONS**

C64

A nifty cheat:

Tap space very lightly, very quickly, to see a message from Tony Crowther, press button to enter cheat mode (port 2).

DEATHCHASE

spec

A poke from Matthew Scott on this old classic:

10 REM MATTHEW SCOTT
15 REM DEATHCHASE
20 FOR M=32740 TO 32758:
READ R: POKE M,R: NEXT
M
25 RANDOMIZE USR 32740
30 DATA 62,255,55,17,72,63
40 DATA 221,33,0,64,205,86
50 DATA 5,62,0,50,95,103,201

Video World

Hello, Andrew Harrison again, and this issue, I take a look at 6 new film releases that are being released during October.

Title: Personal Services
Released by: Virgin Video
Running Time: 105 mins approx.
Cert.: 18
Release Date: 16th October
Type: Comedy
Rating: 80%

A much acclaimed comedy, directed by Monty Python's Terry Jones, which tells of the saucy activities of a London suburban Brothel-keeper. A really brilliant comedy but not one you would let your grannie see!

Title: Labyrinth
Released by: Embassy Home Video
Running time: 101 mins approx.
Cert.: U
Release Date: 26th October
Type: Fantasy Adventure
Rating: 75%

Sarah (Jennifer Connelly) has just made a terrible wish - and it has come true. It was that her younger brother would be taken away by the goblins, and now she is faced with trying to rescue him from the Castle of Jareth, home of the Goblin King (David Bowie). To do so, she embarks on a journey through the Labyrinth, a magically mesmerizing maze where nothing is what it seems, and around every corner can be found a fantastic collection of creatures and little people who fill her journey with surprises. Well this is a bit better than Jim Henson's last film 'The Dark Crystal'. A good movie aimed more at children and parents.

Title: Peggy Sue Got Married
Released by: CBS/FOX
Running time: 103 mins approx.
Cert.: 15

Release Date: 29th October
Type: Female Answer to Back to the Future
Rating: 70%

The mother of two, Peggy Sue (Kathleen Turner) runs her own business, while coping with an impending divorce. Clearly aspects of her life are not to her satisfaction, but the prospect of attending a high school reunion and meeting her friends of 25 years ago, presents her with a chance to get out of the old routine.

During the evening, a freak mishap sends her decades back in time and provides her with the opportunity to change almost anything she wants and create an entirely different future for herself.

A good film which will probably do well on video.

Title: Heartbreak Ridge
Released by: Warner Home Video
Running Time 120 mins approx.
Cert.: 15
Release Date: 30th October
Type: Action/Drama
Rating: 96%

Heartbreak Ridge concentrates on how a bunch of rookie recruits are knocked into shape to become a cohesive fighting unit. Eastwood plays gunnery Sergeant Tom Highway, a tough, hard-drinking traditionalist who has spent his life in the Marines. The platoon to which he is assigned is a mess, and the officers at the training camp don't inspire much confidence either. The CO's experience is limited to running a supply depot, while the platoon leader Lieutenant Ring (Boyd Gaines) is a well-intentioned fumbler fresh out of officer's school.

Highway's platoon comprises an assorted bunch of misfits, among them, Stitch (Mairo Van

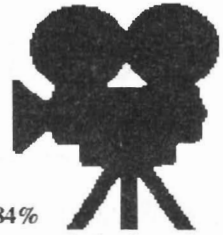
Peebles), a Jive-talking hustler who would prefer being a rock star, Aponte (Ramon Franco), a distant, brooding individual with family problems, Profile (Tom Villard), a good-natured flake and Johnson (Peter Koch), a mountain of a man who can't stay out of the batallion lock-up. Koch, by the way, also plays defensive end for the Kansas City Jets.

Highways' combat experience wins the respect of his 'Babes with Arms', and helps them buckle down to the tough training routines. These are completed just in time for them to be shipped out with the American troops who were sent to restore law, order and democracy to the tiny Caribbean Island of Grenada.

The title Heartbreak Ridge has a double meaning. In part, it refers to a Korean battle where Highway distinguished himself. It also refers to more personal aspects of Highway's own life which has reached the turning point with a military career nearing its end while he simultaneously seeks to mend a broken marriage and re-establish a relationship with his ex-wife (Marsha Mason).

Shot on location at Camp Pendleton, Oceanside, California and in Puerto Rico's Vieques Island, the film was made with the co-operation of the Department of Defense and The Marine Corps. A Marine advisor was assigned to the film and to give the extra credibility off-duty marines were used as extras while members of the 1st Reconnaissance Marines doubled for actors in the amphibious assault sequences. What a brilliant film, one of the best I've seen so far this year. Well done Clint.

Title: The Color of Money
Released by: Rank Video/Touchstone Pictures
Running Time: 119 mins approx.
Cert.: 15
Release Date: 22nd October
Type: Drama



Rating: 84%

Paul Newman is back as fast Eddie Felson after being away for 25 years. This time it isn't as much Eddie playing, but teaching the young cocky Tom Cruise until a final game between the two of them.

In this sequel to The Hustler, Paul Newman finds himself right back on target as fast Eddie, the pool shark he created 25 years before, having laid down his cue a quarter of a century ago. Eddie is now a slick salesman of liquor. But he is still in the pool rooms using his money to promote promising young players. He sees the cocky, flamboyant Tom Cruise, and helped by Cruise's girlfriend, Mary Elizabeth Mastrantonio, Newman talks him into an apprenticeship on the road playing in back room pool halls and sleazy places like that in preparation for the 9-ball tournament in Atlantic city.

The relationship between the teacher and the pupil finally ends up in Cruise and his girlfriend going off on their own. When the two meet again, they are in Atlantic city, Newman has started playing again - which leads to a final playoff between the two. But who wins? Well I'll leave that for you to find out.

Paul Newman finally got an oscar for his role in this film, one that he should have got 25 years ago for 'The Hustler'. Tom Cruise has a lot of weight to pull acting beside such an actor as Paul Newman. But he holds his own very well. Mastrantonio too gives a good performance as well.

Anyone who likes a good film, don't miss this one.

Title: Top Gun
Released by: CIC Video
Running Time: 110 mins approx.

prox.

Cert.: PG

Release Date: October 9th

Type: Action/Drama

Rating: 85%

Well here it is, the last of this years' blockbusters to be released onto video just after Crocodile Dundee in September and Aliens in April.

If you think about it, Top Gun is a clever reworking of An Officer and a Gentleman with some

stunning aerial actions and an aim at the younger generation. The story is set in a fighter weapons school in San Diego, where the best of the best pilots are trained even harder. This is where Maverick (Tom Cruise) and his co-pilot Goose (Anthony Edwards) are sent. Maverick soon falls in love with Charlie (Kelly McGillis) the schools astro-physicist but finds that neither his career or his love

life is as trouble-free as he expected. But when Mavericks' best friend and co-pilot the Goose is killed, he decides to leave. But does he, no of course not, he comes back just in time for a nice bit of flying and shooting down enemy aircraft. The flying sequences are brilliantly shot and the aerial dog-fights are exhilarating. The film is designed to showcase Cruise, that's not to downgrade the

contributions of McGillis, Val Kilmer (ice), Anthony Edwards and the role of the tough flight instructor with a heart of gold fits Tom Skerritt perfectly. Director Tony Scott makes more than amends for the awfulness of The Hunger and handles the action in the air and the drama on the ground very well

That's all for this issue, See you next month..

Coin Ops Solution Special No. 2.

Following on from last months special on Dragons Lair, Mark Crook gives help on the second lazer disc game, "Space Ace". First of all, a little back ground to the game. As ever, your girl has been taken. But in this one, it's out in space; you must save your girl and Earth from Borf, the evil blue. A blob which has a ray gun that can turn people into Babies. It's called the Infants Ray, which you must get. To make Space Ace different, you play as ACE, a ten year old boy who, at certain places, can energise into a real cool dad. The transformation is something to be seen, it's amazing. Space Ace is much better than D.L. and is easier to play. The tune for most of the way is great. I gave this game ten out of ten.

SPACE ACE

Solution to Easy Level.

THE MOON

right, right, left, left, energise, lazer, right, right, lazer, left, left, left, left, left.

SPACE SHIP.

If ACE is facing right then go, up, right, up, lazer, right, lazer, down, lazer.

SPACE STATION

up, go the way ACE is facing, left, or right, then up, up, up, energise, go the way of the flash left, or right, then lazer, up, up, lazer, up, then the opposite way to the screen on the wall left, or right.

LAZER GUARDS

energise, lazer, left, up, lazer, go the way the line is left, or right.

FLOATING BLOCK

lazer, lazer, wait for flash, left

DOG MONSTER'S ROBOTS

up, right, energise, left, right, lazer, right, right, lazer, left, up

LANDING SPACE SHIP ON PLANET

lazer, up, energise, lazer, lazer, left, or right

FALL ON ROPE

left, or right, lazer, left or right, depending which way the hole is in the wall, left, left or right, right

MOTOR BIKES

go the way the bike is going, left or right, left, or right, lazer, energise, lazer, lazer, opposite way to monster left, or right, down, go the way the bike is going left, or right, lazer, lazer, lazer, left, right, then which way the gold flash is up, or down

BLACK EEL

go the way the aqua rides are left, or right, lazer, go the way the glass bubbles are left, or right, down, go the way of the gold flash left, or right, right, lazer, lazer go the way the ride is left, or right, same as last move left, or right

LAST SCREEN

lazer, lazer, right, left, energise, left, right, use pole, use pole, up, down, right, up, up, left, right, left, use pole, right, left, right, left.....Stand back Ace Well, that's it, I'm off to have a bash at the new lazer disc game "Super Don", hopefully with solutions to follow. All the best Mark (alias Dirk, alias Ace) Crook.

Courtesy
Mark
Crook

Kikstart

MAP BY
GRAHAM VASSIE

COURSE 1

START

FINISH

COURSE 2

START

FINISH

COURSE 3

START

FINISH

COURSE 4

START

FINISH

KEY



SPRINGBOARD



LOG



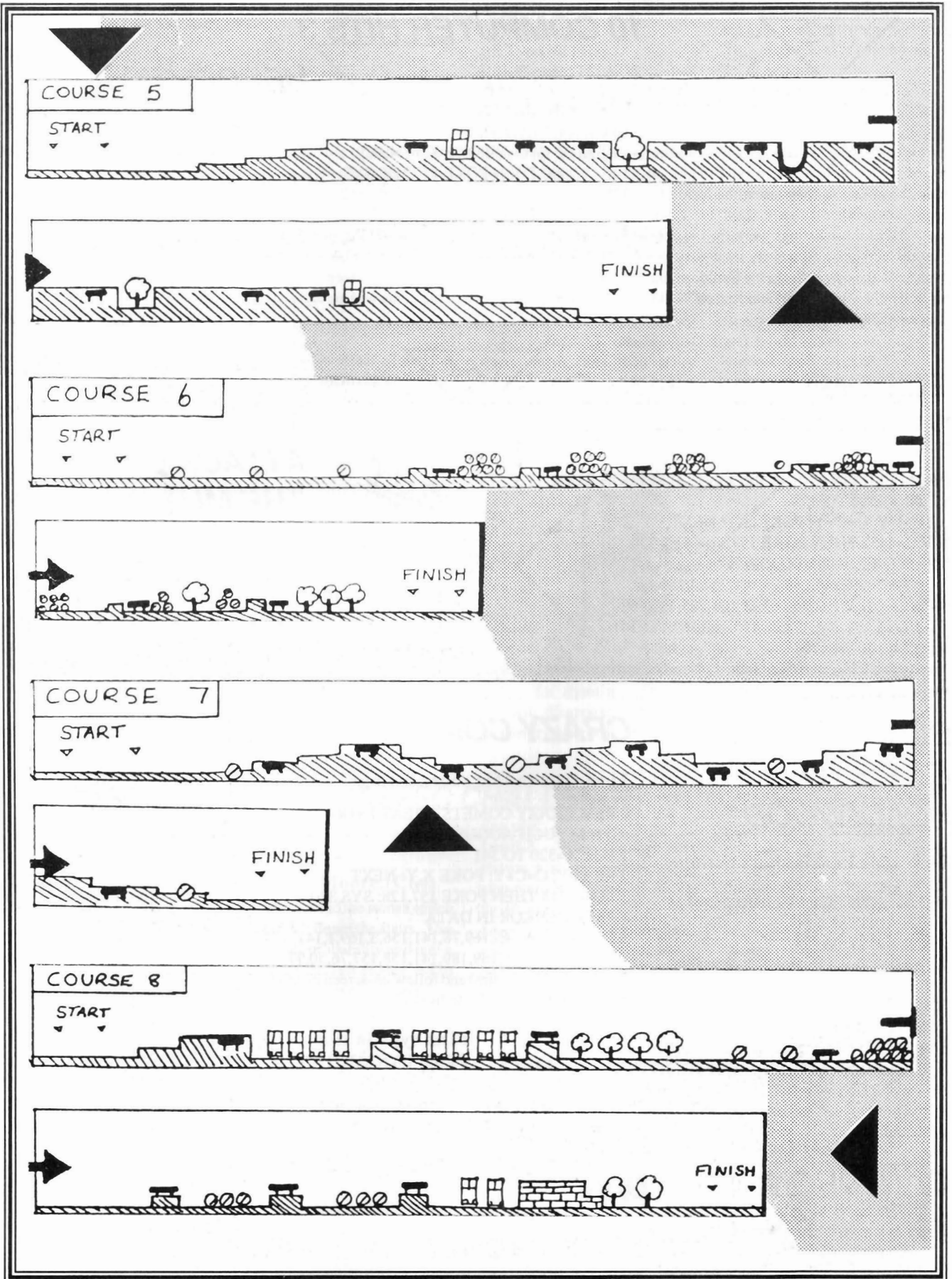
CRATER



BUS



TREE





10 COMPUTER HITS 3

Martin Pugh has the routines:

Here are pokes for some of the games and not one of them requires you to reset the 64 to enter the pokes, as they are in the form of a listing (remember to save them for future use). All of these listings work for the compilation versions. However, they may not work with the original, eg. the Cauldron listing will only work on the Cauldron on TCH3. Anyway, Onward!

H M PUGH AUGUST 1987
 1 FOR X=303 TO 321
 2 READY: C=C+Y:POKE X,Y: NEXT
 3 IF C=2000 THEN POKE 157,128: SYS 305
 4 PRINT 'ERROR IN DATA'
 5 DATA 58,1,32,86,245,169,1,141,211,3
 6 DATA 96,169,130,141,199,163,108,47,0
 Now type RUN (return) and follow on-screen instructions to load and run the game with no sprite collisions.

HERBERT'S DUMMY RUN

First type in this short listing:
 0 REM HDR CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 FOR X=320 TO 343
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 IF C=2230 THEN POKE 157,128:SYS 320
 4 PRINT 'ERROR IN DATA'
 5 DATA 32,104,225,169,80,141,70,9,169,1
 6 DATA 141,71,9,76,13,8,169,165,141,70
 7 DATA 44,76,237,10
 Now type RUN (return) and follow on-screen instructions to load and run the game with infinite lives.

ATTACK OF THE MUTANT CAMELS

First type in this short listing:
 0 REM AMC CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 FOR X=320 TO 344
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 IF C=2295 THEN POKE 157,128: SYS 320
 4 PRINT 'ERROR IN DATA'
 5 DATA 32,86,245,169,78,141,156,3,169,1
 6 DATA 141,157,3,96,169,165,141,17,40,141
 7 DATA 10,43,76,0,16
 Now type RUN (return) and follow on-screen instructions to load and run the game with



ELIDON

First type in this short listing:

0 REM ELIDON CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 FOR X=320 TO 353
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 IF C=4452 THEN POKE 157,128: SYS 320
 4 PRINT 'ERROR IN DATA'
 5 DATA 32,86,245,169,78,141,254,2,169,1
 6 DATA 141,255,2,96,169,91,141,225,192,169
 7 DATA 1,141,226,192,76,165,192,169,173,141
 8 DATA 15,11,76,208
 Now type RUN (return) and follow on-screen instructions to load and run the game with infinite lives.

BLAGGER GOES TO HOLLYWOOD

First type in this short listing:

0 REM BGTH CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 FOR X=303 TO 321
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 IF C=1930 THEN POKE 157,128: SYS 305
 4 PRINT 'ERROR IN DATA'
 5 DATA 58,1,32,86,245,169,1,141,211,3
 6 DATA 96,169,0,141,238,184,108,47,0
 Now type RUN (return) and follow on-screen instructions to load and run the game with no sprite collisions.

CAULDRON

first type in this short listing

0 REM CAULDRON CHEAT PROG. (C)

CRAZY COMETS

First type in this short listing:

0 REM CRAZY COMETS CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 FOR X=320 TO 341
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 IF C=2514 THEN POKE 157,128: SYS 320
 4 PRINT 'ERROR IN DATA'
 5 DATA 32,86,245,169,78,141,156,3,169,1,141
 6 DATA 157,3,96,169,189,141,158,157,76,50,97
 Now type RUN (return) and follow on-screen instructions to load and run the game with infinite lives.

First type in this short listing:

0 REM DYNAMITE DAN CHEAT PROG. (C) H M PUGH AUGUST 1987
 1 FOR X=320 TO 349
 2 READY: C=C+Y: POKE X,Y: NEXT
 3 IF C=3697 THEN POKE 157,128: SYS 320
 4 PRINT 'ERROR IN DATA'
 5 DATA 32,86,245,169,32,141,239,2,169,88
 6 DATA 141,240,2,169,1,141,241,2,169,96
 7 DATA 141,242,2,96,169,173,141,131,101,96
 Now type RUN (return) and follow on-screen instructions to load and RUN the game with infinite lives.

DYNAMITE DAN

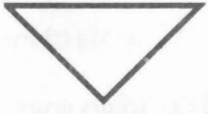


TREASURE ISLAND

R Fearnside (C16) offers the following help on this game.

PROGRAM ALTERATIONS

- 1) For 255 lives:
 - (i) Enter monitor with runstop/reset
 - (ii) Type M1162 (RETURN)
 - (iii) Change 05 to FF (in line 1162)
 - (iv) To start, type G100D (RETURN)
- 2) To change title music:
 - (i) Enter monitor
 - (ii) Type M140B

- 
- (iii) Change 08 to - a lower number (speeds up tune) - a higher number (slows down tune) in line 140B
 - (iv) Restart
 - 3) To increase difficulty level:
 - (i) Enter monitor
 - (ii) Type M111D
 - (iii) Change 71 to 10 in line 111D
 - (iv) Restart
 (This has the effect of making swords thrown invisible - it also removes Jim's legs!)

- 4) For a surprise:
 - (i) Enter monitor
 - (ii) Type M111D
 - (iii) Change 71 to 72 in line 111D
 - (iv) Restart

NB. All alterations have the effect of ruining the score-scroll, although the score can still be read.

HINTS AND TIPS

- 1) Unless familiar with island layout, use swords sparingly - try to lure them from pirates whenever possible.
- 2) When luring swords from pirates, instead of running towards them, and then away again, try coming from below the pi-

rate (about 2cm away) and popping up your head very quickly. This manoeuvre is usually easier to perform.

3) Do not go rushing onto unknown screens - by moving onto them very slowly, you cut down the risk of being killed by a thrown sword.

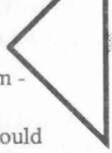
4) If when being chased by Long John Silver at the end of the game, you enter the wrong screen by mistake, doubling back immediately does not have the effect of Jim coming face to face with Long John Silver, as you might expect, but in fact, restores Jim's original position back in front of the head pirate.

GAUNTLET

Warrior help courtesy of Robert Troughton (C64)


Use the following method and you can use 'Level Warps':

- 1) Start a 2 player game.
- 2) Progress to around level 48.
- 3) Let one of the players die, then restart again.
- 4) Search the whole level. There should be a couple of monsters (though occasionally other objects) that have mystically appeared. Walk into these and you will be warped to another level (usually in the range 44-300).

- 
- 5) Poisonous potions can easily be spotted as they have 'OXO' written on them - instead of 'XXX'.
 - 6) 'Smart bomb' potions should be shot if you are in trouble.
- If you run out of keys, leave both players stable - and NOT shooting - for about a minute, and all the doors will disappear. Wait a further 5 minutes, and everything will turn into exits!

LAUREL & HARDY

Scott Moore (C64) offers help to Ollie.



As you run about, you will lose energy and slow down. The extent of your thirst is shown by the colour of your characters face on the screen. Collect the cycle to speed up, but it can only be used in certain areas of the town. Collect a map from the shop on the first screen. Broken bottles can be used to make punctures. Be careful of slippery roads which cause problems.

AZTEC CHALLENGE

Help on the challenge from Scott Moore.(C64)

Level 1 - Push up on the joystick to jump and down to duck. Don't duck or jump for too long or you will stumble and fall and it will result in a loss of life.

Level 2 - Avoid the stones which are thrown down the stairs. Use the law of probability and move to where the last stones fell to reduce the chance of them hitting you.

- Level 3 - When the screen is shown, push the joystick left to stop running, and see what's on the screen.
- Level 4 - Don't let the creatures touch you for more than a second or you will lose a life.
- Level 5 - This screen requires

chance. For the duration of your lives the tiles will remain the same.

Level 6 - Keep to one corner of the screen away from the piranhas. When they come near, press fire to dive under water, but not for too long.

Level 7 - Always jump at the last step or you won't make it.

Scott Moore help.(C64)

the five weapons available are: Speedup - obviously speeds up the ship and makes it more manoeuvrable, four speedups can be obtained to get maximum speed.

Firepower - gives wing lasers to make easy work of the enemy. these also have four different power settings.

Bombs - Activates two bomb throwers which attack the bases on the ground.

Homing Missiles - when locked on target, they will destroy nearly all alien craft.

Seekers - can lock on and destroy any target.

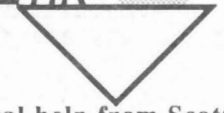
Fuel needs to be collected to attain the weapons. To activate



the weapon, collect the required amount of fuel then hold down the fire button until the ship changes to a flashing grey and collect the next fuel pod while pressing fire.

KINETIK

General help from Scott Moore.(C64)



There are 5 objects to help you, and the gun should be kept all the time. As the letters are collected, less objects can be carried.

pokes

SPACE HARRIER



Matthew Scott has a cheat:

On Menu Hold down 'C,H,E,A,T, , 3FB69.
This should give you infinite lives.

TOMB OF SYRINX

One for you grave robbers
from Adrian Davis:

10 BORDER 0: PAPER 0: INK 0
20 CLEAR VAL "24063"
30 LOAD""SCREEN \$
40 LOAD""CODE
50 POKE 58046,0:REM INFINITE LIVES (C)
A.C. DAVIS 1987
60 POKE 57286,201:REM NO NASTIES (C)
A.C. DAVIS 1987
70 RANDOMIZE USR 63744



GRAND PRIX = Automatic Qualification.
LOAD"GRAND-PRIX" (RET)
140 (RET)
RUN (RET)
MANIC MOLE = Infinite Lives
LOAD"MANIC-MOLE" (RET)
1230 (RET)
RUN (RET)
DAY AT THE RACES = Never Lose Money
LOAD"RACES" (RET)
1830GOTO1960 (RET)
1910GOTO1960 (RET)
1920: (RET)
RUN (RET)

INVASION FORCE = Infinite Lives
LOAD"INVASION" (RET)
610PROCsetscreen (RET)
RUN (RET)
HAUNTED HOUSE = Infinite Lives
LOAD"HAUNTED" (RET)
1510: (RET)
RUN (RET)
PARACHUTE = Infinite Lives
LOAD"PARACHUTE" (RET)
1510 (RET)
RUN (RET)
LUNAR LANDER = Infinite Fuel, always win
LOAD"LANDER" (RET)
110MODEO:PROCSUCCESS (RET)
611FUEL=1000 (RET)
RUN (RET)

TREASURE ISLAND

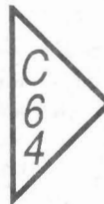
OK Long John, Aaron Gale's here.

1 POKE 4451,X: X=Lives
2 POKE 6029,234
POKE 6030,234
POKE 6031,234: Infinite lives
3 SYS 4109



SHAO-LIN'S ROAD (The Edge)

Martin Pugh has a routine.



UNIVERSAL HERO

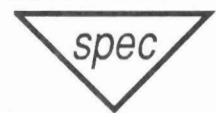
A Matthew Scott routine:



2 REM UNIVERSAL HERO POKE
3 REM BY MATTHEW SCOTT 1987
10 LET M=0: LET R=1: FOR A=32768 TO 32812:READ B: POKE A,B:
LET M=M+R*B:LET R=R+1: NEXT A
20 IF M<>68762 THEN PRINT "CHECK DATA, PLEASE":BEEP 1,0: STOP
30 PRINT "START HERO TAPE FROM START"
40 POKE 32800,255:POKE 32801,150:POKE 32805,17: POKE 32806,140
50 POKE 32808,10: POKE 32809,147
60 PRINT USR 32768
100 DATA 55,62,255,221,33,0,91,17,128,0,205,86,5,48,241,33,29,128,17,95,91,1
110 DATA 16,0,237,176,195,0,91,62,0,50,0,0,62,201,50,0,0,50,0,0,195,0,130
This poke gives infinite energy, longer completion time and various other things.

Super G Man

Gee, Man! A Jon North
poke!



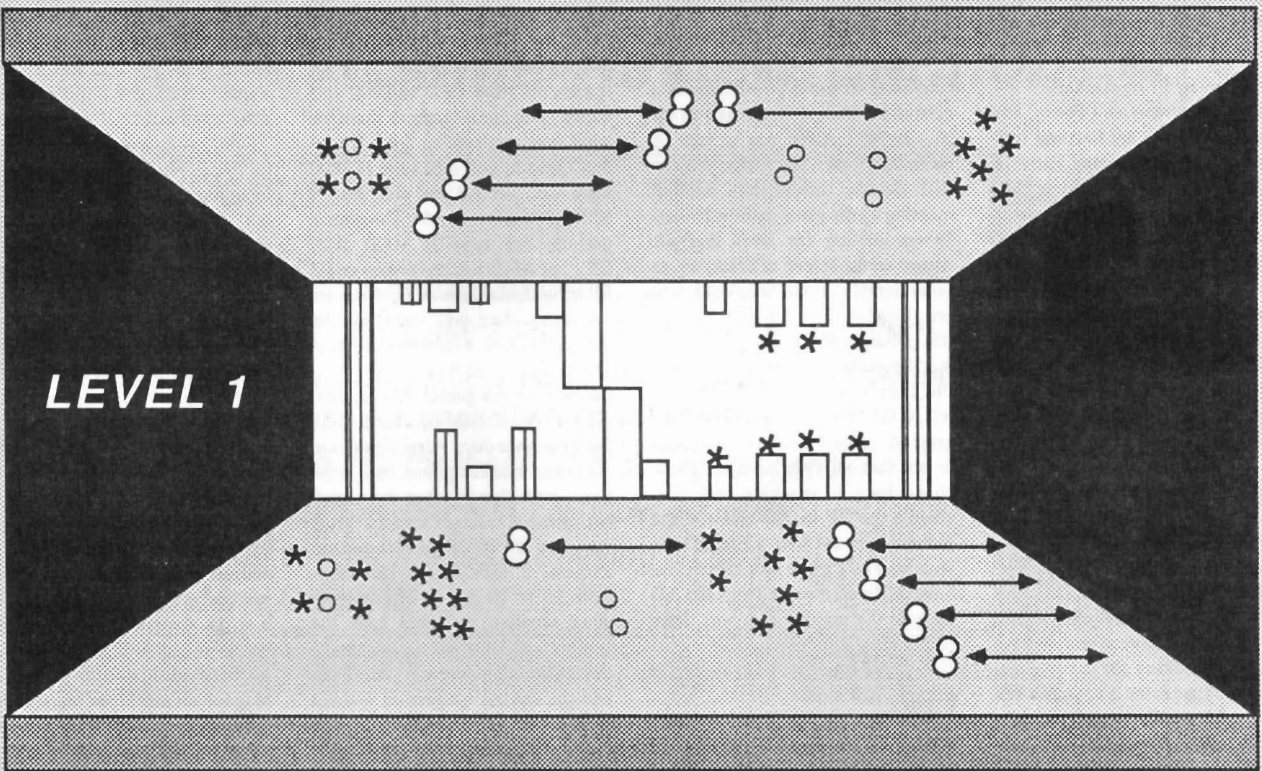
10 REM G-MAN, a JON NORTH
20 CLEAR 27980
30 LET f=58: LET l=58
40 INPUT "Fuel? (Y/N)";f\$
50 IF f\$="y" THEN LET f=50
60 INPUT "Lives? (Y/N)";l\$
70 IF l\$="y" THEN LET l=50
80 LOAD""CODE 16384
90 FOR f=23309 TO 23318
100 READ a: POKE f,a: NEXT f
110 RANDOMIZE USR 23296
120 DATA 175,50,148,111,50
130 DATA 50,126,195,96,109

First type in this short listing (saving it for future use, if you so require)

0 REM SLR CHEAT PROG. (C) H M PUGH SEPTEMBER 1987
1 FOR X=2789 TO 2828
2 READY: C=C+Y:POKE X,Y:NEXT
3 IF C=4034 THEN POKE 157,128:SYS 2789
4 PRINT "ERROR IN DATA"
5 DATA 169,10,141,41,3,32,86,245,169,248
6 DATA 141,189,2,169,10,141,190,2,96,169
7 DATA 5,141,120,11,169,11,141,121,11,32
8 DATA 32,11,169,165,141,255,91,76,15,64

Now type RUN (return) and follow on-screen instructions to load and run the game as normal but you will be totally indestructable.

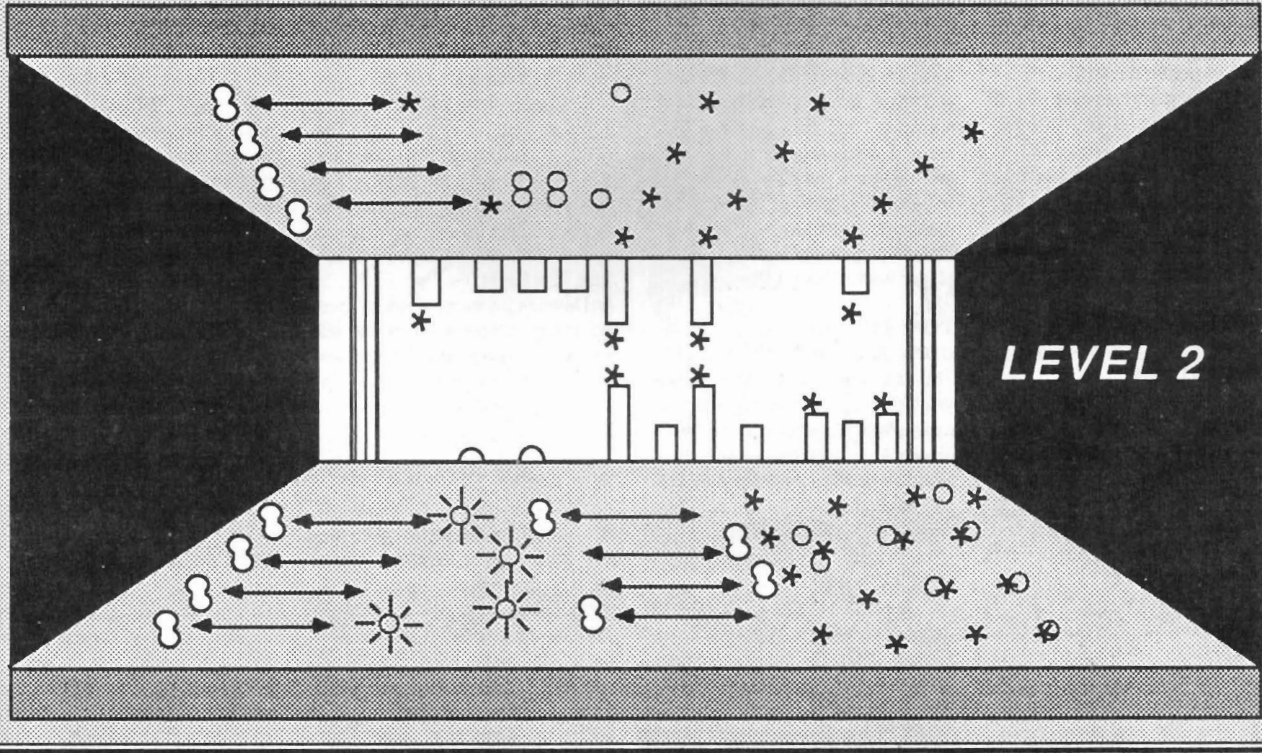
LEVEL 1



IMPOSSABALL

Walton Research 1987

LEVEL 2



WHAT POKE?, WHICH POKE? AND HOW TO POKE (C16)

Introduced by Chris Archer.

Many don't understand Pokes, and the ones who do, are keeping it to themselves. As you may know, if you have Issue Ten of Volume One, I did try to help with the lives in games, but as you who can Poke will know, the way I showed was rather slow, so I am trying now to show a faster way to find lives and also SYS and G commands.

SYS 8192 would be the G command of G 2000. Likewise, G 2000 would be SYS 8192. Here is a simple way to do this conversion as it was shown to me.

Type `printdec("2000"):STOP` now press return and under what you have typed, you should see 8192.....now clear the screen and type `printhex$(8192):STOP`.....now press return and you should see 2000. So all you have to remember is this, when looking for the G Command you type in the SYS, and when looking for the SYS you type in the G Command. `printdec("G Command"):STOP`.....`printhex$(SYS):STOP`.) so if you can find the G command in games, then all you have to do is

convert it to the SYS and make a note of it. Also, if the game you are playing will allow you to type X return and then states ready, you can still do the conversion without messing up the game in the memory. When looking for lives that are shown on the screen as a number, as I mentioned in Issue Ten, Vol 1, you are looking for A9 03 LDA#\$03....Change the 03 to FF and then run the game, you must first lose a life, then look at the amount of lives left, if the number has changed to a graphic of some kind, then this means that you only have 255 lives, so go back to machine code and change the FF to AD and run the game again and lose a life. If the lives stay as a white block, then you have inf/lives, if not, change the AD back to the number that was there and change the A9 to A5, this will then give inf/lives, I know that one of them will work.

When looking for lives that are shown as graphics, then you are looking for CE and change this to 2C for inf/lives.

There is a faster way to help you find what you are looking for in data.

Use the hunt command. Enter the monitor and type H 1000 2000 CE.....or A9 whichever you are looking for. Then all the CE or A9 statements from 1000 to 2000 will list up. You can then check them for what you are looking for. If you don't find it, you then type H 2000 3000 CE.....or A9 and after this H 3000 4000 CE.....or A9. The reason you do not type H 1000 4000 CE.....or A9, is that the screen could fill up with numbers and if there are too many, they will scroll off the screen and you would have to start again.

On most of the games that are No-vaload, you should be able to find the SYS in the data. Also, if you can, it is better to runstop/reset before the game runs, this is when the screen background changes to dark grey, then type D 196. If the G command is there, it should look like this:- 0196 20 18 10 JRS \$1018 or some other number, you then type the number which is there, in this case G 1018, and the game will run. Then you can use the conversion which I have shown to get the SYS. If the 0196 statement reads like this:- .0196 20 2F 03 JRS \$03F2, it will not run if you type G 03F2.....if you look at the line 03F2 you will see that it reads like this:- .03F2 60.

RTS.....this stands for return from subroutine. With this in the game, you should be able to type X, press return then type list and it should show the SYS, that is if you have not done a full reset.

All this may sound a bit long winded to some, but you must remember that there are younger ones who are not so quick to understand Pokes, also I myself, am only learning as I go along. I would like to thank David Farrar for all the help which he has given to me since I have known him, thank Dave. And to all who can Poke better than me, then why not give some help to others so that we can have the best Mag going for the C16/Plus 4. Also, if others get the Mag and see the help which it is offering, then the Mag will grow and, who knows what will happen in the future. Remember the Mag will not run on its own, it needs to have something in it to make people buy it, so if you really know about Pokes, let the rest of us know. If the Software Houses see that there is a good Mag for our machines, and that there are enough readers, it may increase the number of games for us, it's up to you.

Chris Archer, 4 Crosslane West, Partington, Urmston, Manchester M31 4ET

C16 TALENT SPOT

'What Poke?' are more than happy to receive contributions from all players, no matter how little. David Jones is perhaps not someone who'll be given the time of day in other mags, but to prove our gratitude, this feature is given over to the younger contributors.

David Jones has been playing numerous games on his C16, and has put together the following information on some of the games in his collection:

TUTTI FRUTTI

For people who do not have much money to spend on their games, if they did not have this game, Tutti Frutti, it is well worth buying. It says on the enclosed sheet, that you use joystick in Part 1. I have tried to use keys and it works. The keys are Up = A, Down = Z, Left = F, Right = Help. Keep auto fire on the joystick if you have one. Super strawberry is up against the acid apples collecting cherries from the orchard. Not all fruit is ripe. The apples are unripe,

so do not stand underneath them. You fire out a ball which kills an acid apple if it hits. Price £1.99

INDOOR SOCCER

As many children who play football will know, in five-a-side, you can hit it against a wall for a rebound. You are best doing this for Indoor Soccer. You can punch players which will lead to fighting. If you punch too much, a penalty will be given. Punch a player so you can go past the player without him fouling you.

TOM THUMB

This is a game well worth buying if you like an action packed game. It is a game where you have to find treasure and keys to go further on. Try to avoid all baddies, because they kill. Use joystick if you have one. Press fire to make Tom move faster.

NETRUN 2000

People who like a shooting down game will like this, but it is so boring for people who do not.

SQUIRM

Squirm is a £1.99 game which I rate very highly. I play this quite often at home. It is a bit similar to Pac Man, but the ghosts are worms and you do not collect pits from the corners. A little object darts around the screen which you have to catch before the lights go out. You can catch this easily if you have shift lock on, which makes you go faster. You collect 200 eggs before going onto Level 2. There is a one or two player option. Joystick or keyboard. Z = Left, X = Right, : = Up, / = Down or joystick in Port 1. There are many different levels for this game. If you get past 50 levels you have done very well. 'B' on the keyboard makes you go onto another level.

ROCKMAN

You are Ricky Rockman. The idea is to collect all of the diamonds on the screen. Once you have collected them, you go to an exit and through it to another room. If you want to make this easy for yourself, on Level 1 go through the bottom exit. The baddies try to stop him from taking the diamonds, so you must

kill them. Do not block any entrances to any place with rocks. If a moving rock hits you, you will die. **KIKSTART**

for people who have Kikstart for the C16/Plus 4, and still have not figured out how to get past the first level, when it comes to the flat white type board, you do not press fire on that, you make sure that you are going the fastest speed possible. Once you have cleared the buses, you slow down to jump up three steps. You then accelerate again and jump over the ditches to the end of Level 1.

Keys: Decelerate = 3
Accelerate = 4
Jump = F3

A game worth £1.99

VIDEO MEANIES

There are 24 videos to turn off in a castle. Meanies try to stop you from turning them off. You can shoot these down, but they will appear again. If you are a cheat when you lose your first life and you have got a bad score, press D on the keyboard and you will start again.

Game Review Section

THE RATING SYSTEM

- 90 - 100% = Beg steal or borrow to get it
- 80 - 89% = If you buy one game a month this is in the running
- 70 - 79% = If you buy one game a week then consider this effort
- 60 - 69% = 2 or 3 games a week these are for you
- 50 - 59% = Run of the mill for those with plenty to spend
- 40 - 49% = Play a friends, but don't fork out yourself
- 30 - 39% = Laugh at your friends for buying a copy
- 29% and under = Forget it

(Beg Steal Or Borrow To Get It) 90 - 100%

Summer Events (C16/Plus 4) 91%

SUMMER EVENTS

Publisher: Anco
Machine: C16/Plus 4
(£9.95)

Game Type: Sport Simulation

Scenario

Between one and four players can take place in any, or all



seven of the events. The events include Butterfly swimming, Pole Vault, Javelin, Skeet Shooting, Platform Diving, Cycling, and Weight Lifting. Apparently the last C16/Plus 4 release from Anco.

Comments

Aaron - These style of games are not my cup of tea, but I made an exception with Winter Events,



and now the same author, Udo Gertz, comes up with this cracker. Brilliant graphics, and a mixture of game play that won't destroy your joystick. The best game I've ever seen on the C16.

Chris - This has to be a mega seller for Anco, the only thing I didn't enjoy was waiting around whilst the medal ceremony took place. Owe's a great deal to its big brother on the C64, but superb value for money, with seven events that are a joy to take part in.



● 80 - 89% (One Game A Month)

Anarchy (C64) 88%

Mega Apolcalypse (C64) 85%

Palace of Magic (BBC) 84%

Special Agent (C64) 83%

Solomons Key (Sp, C64) 81%

Street Beat (C64) 80%

ANARCHY

Publisher: Hewson
Machine: C64 (£2.99)
Game Type: Shoot 'em up
Scenario
 Anarchy has broken out on the planet Sentinel 4, rebels have taken over and the world is in chaos. You have been chosen for a mission. A mission that, if successful, will bring down the rebels and restor Sentinel 4 to its peaceful ways.

Your mission is to break into the security complex where the rebel's weapons and explosives are stred and destroy the entire supply, thus rendering the rebels without weapons, making them harmless and open to defeat.

Comments

Scott - Yet another winner from the Hewson budget range, and I can't wait for their next game Morpheus, even if it's full price. This game is incredibly addictive.

Robert - 16 tough levels to beat, and I do mean tough. You keep going back for more and this must be the best budget game released so far this year.
 Matthew - In a strange way, it

reminded me of Boulderdash, but with the added bonus of being a shoot 'em up. Very exciting to play, and you can't say that about many £10 games never mind a £3 one.

MEGA APOCALYPSE

Publisher: Martech
Machine: C64 (£9.95)
Game Type: Shoot em' up
Scenario
 Mega Apocalypse is the long awaited follow up to Crazy Comets, a la Bob Stephenson. No long winded description, it's up to you to just get blasting.
Comments
 Martin - The best and fastest shoot em' up for some time. Bob Stephenson, take a bow.
 Robert - Superb sprites, with a brilliant, and bright starfield,

that had me playing for hours, and I had to be prised off my computer. I wouldn't be surprised if this was the game of the year.
 Matthew - I loved Crazy Comets, and this is every bit as good, I was playing for days, well worth a tenner.
 Scott - This is the best game release for ages, it lacks nothing, and as for the superb speech being only the icing on the cake, there must be six foot of icing. If you're a shoot em' up fan, buy it, if you're not, buy it anyway.

PALACE OF MAGIC

Publisher: Superior
Machine: BBC (£9.95)
Electron (£9.95) Compatible with Masterseries
Game Type: Arcade Adventure
Scenario
 By practising acts of benevolence and goodwill, you have offended the evil wizard Caldeti. Summoning forth his satanic powers in order to extract retribution, he has cast two powerful spells upon you: (1)

you have been reduced to the size of a dwarf; (2) Caldeti has banished you to one of his old homes, the "Palace of Magic". The palace and its surrounding land is littered with magical objects and mysterious creatures. It is rumoured that there is also a hidden transporter - your only means of escape from this enchanted place. After exploring the rooms of the palace, you should venture forth through the enclosing woodland; towards the ancient church and the eerie dungeons, or through the maze

of secret passages, or over the river to the princess's house. On your journeys, you will encounter many strange animals and people including rock monsters, gremlins, imps and guards. Some are good and some are evil. You will need to decide who you can trust to help you in this arduous quest.
Comments
 Michael - Palace of Magic on first play is very similar to Citadel. It plays the same, the graphics are slightly different, there's a different objective but all in all, it's a Citadel sequel. Anyone who has played Citadel will feel at home with this. The

problems are new and some are a pain to solve. Some, at first glance even look impossible. The graphics are excellent and some of the creatures look very similar.
 The game is very addictive and is very good value for money. I don't think it is as good as the original Citadel, but will provide fun for a long time. Palace of Magic should appeal to everyone, not just arcade fans.



SOLOMONS KEY

Publisher: US gold
Machine: Sp (£8.99) C64 (£9.99) Ams (£9.99) ST (£19.99)
Game Type: Gauntlet style arcade adventure
Reviewed on Spectrum and C64

Scenario

Return to an age of mystery and intrigue, to a place in which the fabled treasure of King Solomon shone brightly with its glorious wealth. Where amongst the network of mysterious rooms lies the next key that will bring you nearer to these fabulous riches. Where amongst the stone pillars and hidden dangers lie mythical creatures that can perpetuate your life, long enough to reach your ultimate goal.

Comments

Donald (Sp) - The Spectrum version is blessed with a good colour scheme that helps, and makes the game easy on the eye. Certainly a game for quick thinkers, as well as those quick on the joystick. Early levels are fairly easy, but it does get far harder. Slightly overpriced, but should keep you busy for some time.

Alan (Sp) - Quite simply it's a matter of getting keys, and building walls, which surprisingly is very addictive. Just a little overpriced.

Robert (C64) - Arcade conversions are getting better and better, this features great graphics, which help make it extremely playable and addictive.

Scott (C64) - An excellent conversion of a simple but addictive arcade game. It is well worth the

money, but had some very difficult screens to master. Defi-

nately one for your collection.

STREET BEAT

(Warning: Originally called GhettoBlaster)

Publisher: Mastertronic
Machine: C64 (£1.99)
Game Type: Arcade (funk) Adventure
Scenario

Rockin' Rodney has just had the biggest break of his insignificant little life! He has finally been given a job - as a messenger by Significance Records. For this first assignment, he has to collect ten tapes from around Funky Town, while also turning the inhabitants on with his special Pure Sound GhettoBlaster. Playing the Cool Sounds of Significance's Songs sends the people into a Dance Trance.

Just to make life difficult, there are some dangerous

characters on the street just waiting for Rodney to appear, and the police do not approve of loud music either!

He has to hurry - when the rev counter reaches 999, Rodney is out of time!

Comments

Scott - Very crafty, this was called GhettoBlaster when released ages ago, and now Mastertronic have changed the title. The game is easy to play and the music is good, but it lacks a proper scoring system.

Robert - Totally addictive stuff. Very playable, good fun, and you'd better not miss it.

(One Game A Week) 70 - 79%

Boy Racer (Ams) 78%

Mercenary (Sp) 77%

On Cue (C16, C64) 77%

X-15 Alpha Mission (C64) 77%

Renegade (C64, Sp) 76%

Saboteur II (C64) 74%

ACE 2 (C16, C64) 72%

Arcade Classics (C64) 72%

Motos (Ams, C64, Sp) 71%

Tai Pan (Ams, C64, Sp) 71%

BOY RACER

Publisher: Alligata
Machine: Ams (£1.99)
Game Type: Shoot 'em up
Scenario
 Can you qualify as Number 1

driver at the 007 spy school's driving test with a difference? All the cars are fitted with fire-power and they can, of course, fly over a short distance. The course is tough. Only the skilled, the brave and the re-

sourceful survive.

Comments

Ashley - The scrolling is so good that it's hard to believe this is only a £1.99 game. Practice makes perfect, because your opponents have some very

kamikaze style tactics. Great value at £1.99.

Phil - The game is far from easy, but it does drag you back time and time again. I found the two player option the best, but there is quite a lot of game for £1.99

MERCENARY

Publisher: Novagen
Machine: Sp (£9.95) also available on C64 and Plus 4
Game Type: Arcade Strategy
Scenario

Mercenary is a combination of flight simulation, adventure and arcade fun in high-speed three-

dimensional vector graphics. You take the role of a 21st century soldier of fortune crash-landed on the strife-torn planet Targ. You use your wits to acquire the means to survive and prosper. Fly above the planet in a variety of craft, search the mysterious subterranean complexes and become embroiled in the continuing conflict between the Palyars and the usurper

Mechanoids.

You only have one true friend: the ever-reliable Benson, an almost human PC, who guides you in this absorbing quest. Your objective in this game is ESCAPE!

Comments

Alan - Mercenary is a very well produced game, and features a very large playing area which means that it will keep you

going for some time. Perhaps this is where it's slightly let down, as it grows a little boring. Certainly a thinking mans arcade game.

Donald - The knack is being able to get the hang of the game. It is ideal for strategy and adventure players who enjoy a touch of arcade action, and with more than one solution, it should keep you happy for a long time.

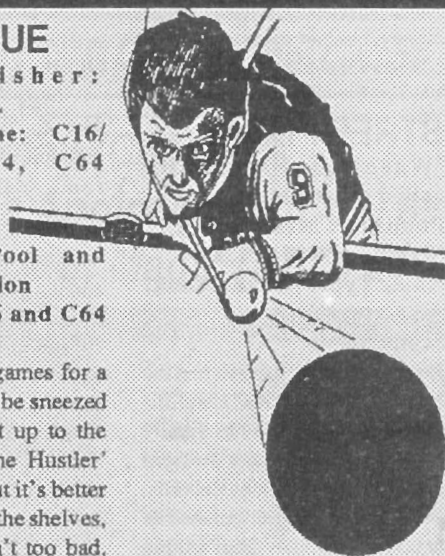
ON CUE

Publisher: M.A.D.
Machine: C16/Plus 4, C64

(£2.99)

Game Type: Pool and Snooker Simulation
Reviewed on C16 and C64
Comments

Chris (C16) - Two games for a budget price cannot be sneezed at. The Pool is not up to the standard of say 'The Hustler' from Bubble Bus, but it's better than some others on the shelves, and the Snooker isn't too bad.



The colours are clear and bright, although when the balls move about, they do tend to run into each other, but they sort themselves out when they stop. Good at the price.

Aaron (C16) - OK they're not simulations that will keep you playing for hours at a time, but they're good to keep going back to. At £1.50 each, two good simulations.

Robert (C64) - What happened to the sound? No rattling of balls in the pocket, very off putting, but overall, decent enough if you wish a combined Pool and Snooker simulation.

RENEGADE

Publisher: Ams, C64 (£8.95) Sp (£7.95) ST (19.95)

Game Type: Arcade Adventure
Reviewed on C64 and Spectrum
Scenario

In the knife-edge world of the vigilante, there is no place to rest, no time to think - but look sharp - there is always time to die! From the city subways to the gangland ghettos, you will always encounter the disciples of evil, who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path - the Renegade.

Comments

Matthew (C64) - Roam around and around, killing everyone, not a very subtle scenario, but it keeps you going.

Robert (C64) - Neat graphics, but overall not a great deal of variance in play, although there

are quite a few levels to be going at.

Scott (C64) - A pretty accurate conversion, but what lets this down is the punching where keys have to be used. Why couldn't the fire button be used or keys on the bottom row. A good buy, be prepared to stick

with it.

Alan (Sp) - Very good graphics that are a pleasure to watch and control. I played it for two days, non stop. Very addictive and well priced.

Donald (Sp) - One for the fans of games who enjoy endless violence.



X-15 ALPHA MISSION

Publisher: Activision
Machine: C64 (£9.99)
Game Type: Arcade Flight Simulator
Scenario

The security of a nation is in grave danger! A highly sophisticated terrorist group has put an

armed space station into orbit. The terrorists have threatened to annihilate American cities if the government does not pay them a huge ransom. You have been selected by the NSA to pilot the X-15 spaceplane into orbit and destroy the aggressor's space

station. This mission must not fail. The United States will not tolerate terrorism in any form. Good luck, Captain.

Comments

Robert - These style of air combat simulators are not usually my style, but this had me addicted by being very playable,

SABOTEUR II

Publisher: Durell
Machine: C64 (£7.95) Sp and Ams also available
Game Type: Arcade Adventure

Reviewed on a C64
Scenario

You take the role of the Ninja's beautiful sister, who must avenge her fatally wounded brother. In 'SABOTEUR I' he broke into the central security building and stole a computer disk that contained names of the rebel leaders. This disk also held information about the dictator's huge missile site. Your night-time mission is to hang-glide into this high security complex of buildings and underground passages (over 700 screens), search for the pieces of punched computer tape that control the missile's flight path, redirect it before blast-off, then escape by motor-bike down the one and only exit tunnel. The site is guarded at night by massive android guards with flame-throwers, vampire bats, and deadly black pumas.

Comments

Scott - A nice release from Durell. The only drawback being that it's like its prequel, too easy to complete on the easier levels. The exit takes less than half an hour to find.

Robert - Very playable and a very large area to explore and map. Plenty of choice of missions and is great value.

Matthew - Very reminiscent of the first, but the large game content kept me going.

Martin - I'm a little different to my fellow reviewers, as I thought it was all pretty average. Durells graphics are fairly standard and uninspiring.

and has superb graphics all the way through. Plenty of game content, overall, a superb game. Scott - I found this flight simulation very convincing. It's a bit hard to get in to, but carrying on reaps rewards. The presentation is excellent.

ACE 2

Publisher: Cascade
Machine: Plus 4, C64
(£9.95)

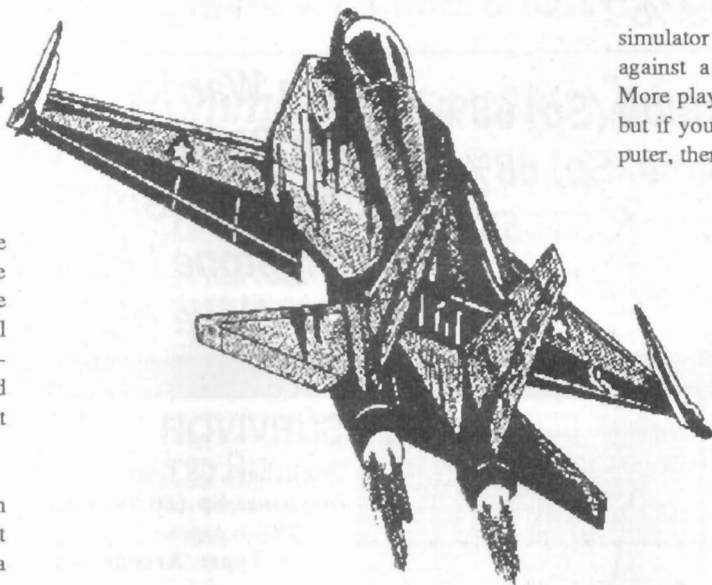
Game Type: Air Combat
Reviewed on: Plus 4

Scenario

This cockpit view game is the follow up to, yes you've guessed it ACE! It features, one or two player options, 20 skill levels for your computer opponent, air to air and air to ground combat, real time action, the list goes on.

Comments

Chris - This game loses out on what its predecessor offered. It is more of an arcade game than a



simulator and very, very hard against a computer opponent. More playable against a friend, but if you are to play the computer, then be warned.

Aaron - Excellent graphics and very smooth, well done Cascade. The game is a little too difficult to the novice like myself, and if it was easier, I would have played for a long time. If you're a good arcade player, then buy it.

What Poke? - Our view is that the game will prove too difficult for the majority of players, so always try it before buying or you may be wasting your money.

MOTOS

Publisher: M.A.D.
Machine: Ams, C64, Sp
(£2.99)

Game Type: Shoot 'em up
Reviewed on: Amstrad and C64

Scenario

Defend the solar base against

the massed hordes of Space Bees who are determined to force their way into your territory. Using all your arcade skills, manoeuvre your ship across the base and any nasties you come across - bump them off, before they give you the same treatment!

Comments

Ashley (Ams) - This is one of

the weirdest games I've ever played. The meanies line up, you get zapping and bounce them off the sides. Very addictive with an abundance of screens and you'll be discovering new methods of play each time you load it. One of Mastertronic's better games.

Martin (C64) - I didn't think pushing balls over the edge

could be so addictive as this. Well worth £3

Scott - Another arcade conversion, that is above average.

Matthew - A good conversion that is fun to play, although you'd never think knocking off anything that moves could be so addictive. I did find myself a little bored after a few hours, but at £2, who cares.

TAI PAN

Publisher: Ocean
Machine: Ams, C64
(£8.95) Sp (£7.95)

Game Type: Arcade Adventure

Reviewed on: Amstrad, C64 and Spectrum

Scenario

Tai Pan is the story of a man and

an island. Become Dirk Struan - a pirate, a smuggler, a manipulator of men, achieving riches beyond imagination. Enter a world of blood, sin treachery, conspiracy and murder.

Comments

Scott (C64) - First the good points - I liked interacting with the other characters and there's a lot to explore, but the game is

a bit frustrating to play, and there's a very annoying delay when changing screens.

Ashley (Ams) - Quite compelling, in a strange way. It has a similar attraction to Elite in that you have to build up your power by trading. This is far from easy, and trudging around the towns can be very tedious. Not for the impatient player, a few hours at a time needs to be set aside.

Definitely a see before you buy game.

Donald (Sp) - Not one for the arcade buffs. More for the arcade adventure fans with plenty of problems to solve. A very long lasting game.

Editor (Sp) - Certainly different, but a good arcade adventure in every true sense of the words. A thinking and patient persons game.



ARCADE CLASSICS

Publisher: Firebird
Machine: C64 (£1.99)
Game Type: Shoot 'em ups.

Scenario

Firebird present 4 classic shoot 'em ups on one tape in true space invader, galaxions style.

Comments

Scott - An excellent compila-

tion, featuring very accurate conversions of old arcade classics. Tons of playability at only 50p each. Definitely one for your collection.

Matthew - I might be whinging, but I found the games too old to be enjoyable. Oh well, at £2 who can complain.

Robert - OK the graphics aren't brilliant but what do you expect, anyway the superb music makes up for it. Four excellent games.

● 60 - 69% (2 Or 3 Games A Week)

ATV Simulation (Sp) 68%
Survivor (Ams, Sp) 68%
Tunnel Vision (C64) 68%
Side Wize (Sp) 67%

Zagan Warrior (C16) 67%
Moon Strike (Sp) 66%
Bosconian (Sp) 64%
Livingstone I Presume (C64) 64%
Super Nova (Sp) 60%

A.T.V. Simulation

Publisher: Code Masters
Machine: Sp (£1.99)
Game Type: Buggy Racing Simulation
Scenario

(All Terrain Vehicle)
 ATV racing is big in the U.S.A. In this game, you race the four wheeled contraptions over various courses.

Comments
 Adrian - The scenery is a bit sparse, but it takes all your time to control the A.T.V. Once you have learnt to control the A.T.V. the game quickly grows on you. Each course is only a short stretch of terrain, but progress is slow as the game is very tricky. A very good game that lacks only a bit more detail on the screens. Well worth the £1.99



SURVIVOR

Publisher: US Gold
Machine: Sp (£8.99) Ams (£9.99)
Game Type: Arcade Adventure
Reviewed on Amstrad and Spectrum
Scenario

Floating somewhere in space, circling a long-dead planet, is a huge spaceship loaded with all sorts of life from a thousand worlds. The ship is dark, strange, and powerful, with sufficient energy to shred the very fabric of the universe. Its masters own technological secrets beyond all imagination, and their utterings are the law for thousands of races all over the galaxy. Nevertheless, these powerful creatures have a problem.....Somewhere inside the enormous structure, scrabbling along an air vent, or crawling around the hibernation

chambers and control rooms, or creeping along the moving walkways, a solitary creature is the end product of a million years worth of evolution in a dying world. Extremely clever, with fully developed savage instincts, with steel-hard muscles, and diamond-hard eyes, this creature resists the domination of its masters.

Comments
 Ashley (Ams) - 142 screens of brill graphics, with a great use of colour. Imaginative and well drawn characters on some very busy screens. I kept coming back to play for a few hours at a time. One of US Golds better releases for a long time.
 Donald (Sp) - A few attribute problems on the Speccy version, although it's easy to get into, but does tend to lack variety. There are many places where you can get trapped and have to start again, so a map is essential. Just a little over priced.

SIDEWIZE

Publisher: Firebird
Machine: Sp (£7.95)
Game Type: Shoot 'em up
Scenario

Destroy the alien assault waves. When you have destroyed certain waves, special weaponry will appear on screen. Pick this up to power up. The power-up table shows the weaponry that can be picked up. You can get up to six 'Firepower' crosses and six 'Move Faster' arrows before you have reached maximum Firepower and maximum Speed respectively. At the end of each world, there is a large alien to destroy which

will take a lot of firepower before it dies. When the alien dies, you will receive a message to say that you have completed that world and then you must go on to defeat the next world.

Comments
 Donald - Some reasonable graphics, but certainly not outstanding. The attacking nasties appear in waves that after a while become easy to master. Cannot see it being played for days on end, but it's OK if a little over priced.
 Alan - A bit of a mix and match, where at times the action is fast and furious, and then will slow down to a crawl. I enjoyed playing it although it won't keep you tied to the keyboard. Good.

TUNNEL VISION

Publisher: Rack It (Hewson)
Machine: C64 (£2.99)
Game Type: Car Race Style
Scenario

You are about to enter the 22nd century where the favourite pastime is for spaceship borne players to be locked in mortal combat electromagnetically suspended inside a holo-graphically projected tunnel in outer space. The aim is to capture an

orb whilst avoiding another challenger and other craft and then to race along the tunnel with it to the goal.

Comments
 Matthew - An average to good release from Hewsons new label. It does tend to become a little tedious after a while, but not bad at £3.
 Scott - This is yet another winner from Hewson and at such a low price. The graphics are adequate, but the speech is out of this world, the best I've heard EVER! Buy it now!

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Football Director

Spectrum 48/128k Commodore 64/128k Amstrad CPC 464

Four leagues: 20 teams each: 38 game season: Home and Away: FA/League Cups Replays: European/U.E.F.A./Cup Winners Cup: 2 legs: Aggregate: Penalties: Players: Morale: Skill: Field Position: Scored: Conceded: Played: Fixture List: P.W.D.L.F.A.Ps: Scouts: Coach: Physio: Youth Team: Gamble: Substitutions: Sending offs: Postponements: Midweek games: More than 1 week injuries: Free transfers: Retirements: Buy/Sell shares: 3 player transfermarket: Internationals: European Tours: 3 levels: Manager Rating: £1000,000 Players: Printer option: 8 reserves: Promotion: Relegation: Weekly News: Borrowing: Mortgage: Save game: Interest: Tax: Sponsors: Full Results: Season Tickets: Next game: Gate money: Season Counter: TV Cameras: Crowd Violence: Manager Approaches: Testimonials: Weeks Profit: LMTG Counter: Wages: International Commitments: Name/Team Editor: League Titles and much more.....

Four leagues: 20 teams each: 38 game season: Home and Away: FA/League Cups Replays: European/U.E.F.A./Cup Winners Cup: 2 legs: Aggregate: Penalties: Players: Morale: Skill: Field Position: Scored: Conceded: Played: Fixture List: P.W.D.L.F.A.Ps: Scouts: Coach: Physio: Youth Team: Gamble: Substitutions: Sending offs: Postponements: Midweek games: More than 1 week injuries: Free transfers: Retirements: Buy/Sell shares: 3 player transfermarket: Internationals: European Tours: 3 levels: Manager Rating: £1000,000 Players: 8 reserves: Promotion: Relegation: Weekly News: Borrowing: Mortgage: Save game: Interest: Tax: Sponsors: Full Results: Season Tickets: Next game: Gate money: Season Counter: TV Cameras: Crowd Violence: Manager Approaches: Testimonials: Weeks Profit: LMTG Counter: Wages: International Commitments: Name/Team Editor: League Titles and much more.....

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ZAGAN WARRIOR

Publisher: Bug Byte
Machine: C16 (2.99)
Game Type:

Comments

Aaron - The moment I started playing this game, I thought 'Wow!' this game is great. It had me coming back for more, even though it did tend to lack variety in play and style. It may prove a little repetitive to many, but I certainly didn't become

Shoot 'em up Scenario

Another of those blast the aliens games.



LIVINGSTONE I PRESUME

Publisher: Alligata
Machine: C64 (8.95) also available on Amstrad and Spectrum
Game Type: Arcade Adventure
Scenario

A little bit of history with a little bit of mystery as you relive the nightmarish trek of Stanley in his search for the long lost missionary, Dr. Livingstone. But no African jungle was ever as forbidding as the treacherous journey that lies in wait for you. Poison darts from the pygmies, blood splattering pit hammers in the diamond mines, spear throwing natives in the bush.....even the white men are hostile and would rather see you dead than alive. It's spine chilling action every step of the way with a little adventure thrown in for good measure - hidden gems, secret temples?

Comments

Robert - Pretty graphics but I found the game terrible, and I soon lost interest. Poor value. Matthew - First impressions were not hopeful, but as you progress, the game does grow on you. There are lots of things to do and places to explore and it

features some small but neat graphics. I kept playing it for a long time, and certainly well worth the price.

Scott - A nice arcade adventure, I particularly like the different choice of weapons. There is a lot of lasting appeal in getting further into the game.

SUPER NOVA

Publisher: Players
Machine: Sp (£1.99)
Game Type: Arcade Adventure
Scenario

HELP!! R.O.B.O.T. has nothing but a suntan and a huge debt after a stay at the luxurious Supernova Hotel. Control his frantic efforts to raise the cash needed.

Comments

Donald - I found the movement to be a little too slow, and it can get a little tedious just searching and using items. There is a large area to explore, so it should keep you going for a while. A good budget game.

Alan - An instantly playable little game, that should appeal to the fans of slow paced arcade games. Very mappable and very good for the price.

bored. Not perfect, but well worth buying.

Chris - This isn't a bad game, but it's a great shame that it doesn't have more than one screen, but that's Bug Byte for you. The aliens have a nasty habit of moving out of the way just as you're about to shoot them, which is annoying. A game I kept going back to.

BOSCONIAN

Publisher: Mastertronic
Machine: Sp (£1.99)
Game Type: Shoot 'em up
Scenario

You are the last hopes of the people trapped beneath the dominance of the aliens space stations. Wipe them from the skies to win the freedom of the people of Earth! The Earth depends on you alone, you must not fail! A classic conversion from the ever popular arcade game in a brand new, up-to-date version for your Spectrum. This fantastic version brings you all the action and excitement of the all time favourite arcade shoot 'em up.

Comments

Donald - One of those shoot 'em ups, that you can get into fairly quickly. A reasonable budget game that can tend to become a

MOON STRIKE

Publisher: Mirrorsoft
Machine: Sp (£7.95)
Game Type: Shoot 'em up
Scenario

It's the year 2078, and the Earth is still not quite old enough to look after itself. Professor Humphrey Bogus, inventor of the Digital Teabag and leader of the Lunar Renovation Project, has done the dirty and parked his rather unpleasant Tachyon Vortex super-weapon on the near side of the Moon. Like any self-respecting mad scientist, he intends to blow up the world with it. Your mission, naturally, is to breach the mad Professor's defences and destroy the Vortex.

Comments

Donald - Good scrolling action that should appeal to the shoot 'em up fans. For the less ardent people, once a couple of levels have been completed, it becomes boring. Slightly over priced for this style of game.

Andrew - A brilliant loader that is followed up by a very good game. I played for quite a time. It is very well priced.

little repetitive.

Alan - One of Mastertronics better shoot 'em ups that even has great music on the 128K version. Excellent value for money.



(Run Of The Mill) 50 - 59%

Pirates in Hyperspace (C64) 59%

Wizards Pet (C64) 59%

Gambler (Sp) 58%

Mission Jupiter (Ams, Sp) 58%

Plasmatron (C64) 58%

Rescue (Sp) 58%

Dizzy Dice (C16, C64) 57%

EnterPrise (Ams, Sp) 57%

Mean City (C64) 57%

Sunstar (Sp) 57%

Kaos (C64) 56%

Traxxion (C64) 56%

Living Daylights (BBC) 54%

Scare Bear (C64) 54%

Land of Neverwhere (C64) 53%

Ocean Conqueror (Sp) 53%

PIRATES IN HYPERSPACE

Publisher: AS

Machine: C64 (£1.99)

Game Type: Shoot 'em up Scenario

You are a space pirate out to nick a valuable substance.

Comments

Matthew - Pretty boring graphics in this simple space invader type game. Fairly boring really.

Robert - Just another shoot 'em up.

Martin - 'Bog' standard shoot 'em up.

Scott - Very little change as you progress in the game. Repetitive.

WIZARDS PET

Publisher: M.A.D.

Machine: C64 (£2.99)

Game Type: Arcade Adventure

Scenario

You are the Wizards Pet, you're lost and want to get home to Daddy, but time is running out.

Comments

Robert - Good sprites and backdrops and overall, an average game that is reasonably addictive.

Scott - Fairly average with a cute little main character.

Matthew - A reasonable little

game that plays well, but becomes a little monotonous.

GAMBLER

Publisher: Diamond

Machine: Sp (£7.95)

Game Type: Fruit Machine Simulation

Comments

Andrew - With Dizzy Dice available this is a little over priced.

Donald - A run of the mill fruit machine game, should be at a budget price.

Alan - Not bad but not my cup of tea. £8 is a bit steep.

MISSION JUPITER

Publisher: Codemasters

Machine: Ams, Sp (£1.99)

Game Type: Shoot 'em up

Reviewed on Amstrad and Spectrum

Comments

Phil (Ams) - A little to garish, but not bad for the money. A lot better if you have infinite lives.

Donald (Sp) - Another fairly average shoot 'em up but reasonable at £2

Jon (Sp) - Has that one more go factor, not bad for a rainy afternoon.

PLASMATRON

Publisher: CRL

Machine: C64 (£9.95)

Game Type: Shoot 'em up

Comments

Scott - There are far better about. Graphically very good, but very poor overall.

Matthew - Good animation and movement. Not very original but manages to keep you interested.

Robert - Good backdrops, fast action, addictive, but very poor lastability. Just too expensive for what you get.

RESCUE

Publisher: Mastertronic

Machine: Sp (£1.99)

Game Type: Arcade Adventure

Scenario

Space Pirates are coming - for the secret of the Ultimate Weapon is somewhere in the base, but where?

As head of security, actually you are all of security, you must save the panicking scientists and rescue the bomb. Not just a shoot 'em up, strategy and tactics are absolutely essential. You will need to plan your actions carefully, and adapt to surprises, to complete the game successfully.

Comments

Adrian - At last an arcade style game that involves some brain power as well as brawn, although there is not enough in the

game to keep you going for hours on end. A map is essential to proceed. there are far better budget offerings about in a similar vein. Rockman and Feud to name just two.

DIZZY DICE

Publisher: Players

Machine: C16/Plus 4, C64 (£1.99)

Game Type: Fruit Machine Simulation

Reviewed on C16 and C64

Comments

Robert (C64) - A very playable and addictive fruit machine game which will give hours of fun for only £2, superb.

Scott (C64) - A poor gambling game with little interest after a few goes.

Martin (C64) - Fruit machines on computers died about 3 years ago, and this doesn't even reach the standard of the earlier attempts.

Matthew (C64) - Everything you'd expect from a fruit machine game. Brilliant for the price.

Aaron (C16) - I enjoy playing the real fruit machines, but this left me cold.

Chris (C16) - A worthy game for £1.99

(50 - 59% Cont Over)

ENTER-PRIZE

Publisher: Melbourne House

Machine: Ams, Sp (£8.95)
Game Type: Arcade Strategy

Reviewed on Amstrad and Spectrum Scenario

An intergalactic arcade and trading space adventure.

Comments

Ashley (Ams) - It may be £6 cheaper than Elite in its prime, but a potentially excellent game is let down by being so frustrating. Trading with the aliens is virtually impossible, a great pity.

Alan (Sp) - A game with some nifty graphics, but little else. Not easy to play and progress. Certainly over priced.

MEAN CITY

Publisher: Quicksilver
Machine: C64 (£9.95)
Game Type: Birds Eye View arcade adventure
Scenario

Battle your way through a nuclear devastated city to save a man.

Comments

Matthew - Another, if it moves - blast it, game that becomes a little boring. Not worth a tenner.
Robert - A very playable game with good graphics. More fun on a 2 player game, but the interest wares after a few hours.

SUN STAR

Publisher: CRL
Machine: Sp (£8.95) also available on Amstrad and C64

Game Type: Arcade Scenario

Fly your ship to collect from the energy grids.

Comments

Donald - Flashing colours make it very hard on the eyes, and at times, survival is a matter of luck and not skill. A simple theme that does not guarantee hours of play. Over priced.

KAOS

Publisher: Diamond
Machine: C64 (£7.95)
Game Type: Arcade Adventure
Scenario

Find and rescue the Kaos chip to save the world.

Comments

Robert - A game I found very reminiscent of Strangeloop. Some great graphics but comparisons with Strangeloop are obvious, and it's not as good, but anyway not bad for the money.
Scott - Very boring with no new features and gets tiring after a couple of goes.
Matthew - Reminded me of Thing on a Spring. Not worth £8

TRAXXION

Publisher: CRL
Machine: C64 (£9.95)
Game Type: Arcade Scenario

You and your vehicle must blast your escape from Traxxion before it's too late.

Comments

Scott - Reminded me of Alligata's Hypercircuit, but this isn't a patch on it.
Matthew - Graphics are a little too small, but the game kept me hooked as you shoot everything in your path. Worth £10 in my opinion.

Robert - Quite addictive but the game is too simple and it won't keep your interest for too long. Poor value at £10

LIVING DAY-LIGHTS

Publisher: Domark

Machine: BBC (£9.95), MSX, C64, Spectrum and Amstrad version available
Game Type: Arcade Adventure

Reviewed on BBC Scenario

The 007 game based on the latest James Bond movie.

Comments

Michael - Most film tie-ins aren't very good and The Living Daylights is no exception. It looks quite good, the background graphics are well drawn and the scrolling is good, but the game falls down on it's instructions and playability. The eight levels to the game are all the same but with different graphics and becomes rather tedious and boring to play. It could have been hard to convert to the Beeb due to the memory limitation, it has to load the graphics in at various points. It's definitely not every bodies cup of tea.
Victor - Not a bad effort, and game play tends to be over complicated, but you tend to keep playing on the eight screens until you master them. Slightly over priced but should keep you busy.
Tony - Despite an attempt at parallax scrolling, the graphics remain very workmanlike. Abysmal control and gameplay that tend to let it down. Badly overpriced.

SCARE BEAR

Publisher: AS
Machine: C64 (£1.99)
Game Type: Arcade Adventure
Scenario

You are a cuddly cute teddy bear who is stranded by a dream in toyland where the toys are deadly to the touch. With 3 lives, will you make it through the night?

Comments

Scott - the game is about a bear in a dream, very appropriate as it sent me to sleep within a couple of goes.

Matthew - One for the young-

sters perhaps. Play picks up after a slow start but in the main, just requires you to jump and shoot. Good use of colour. Very good value at £2

Robert - Very repetitive, I soon grew bored.

LAND OF NEVER-WHERE

Publisher: Power House
Machine: C64 (£1.99)
Game Type: Arcade Adventure
Scenario

Rescue the kids from the complex.

Comments

Martin - this game took 15 minutes to load which nearly sent me to sleep, but although the different stages were the same, it was rather enjoyable.

Robert - Superb graphics for a £1.99 game, let down by extremely boring play.

OCEAN CONQUEROR

Publisher: Rack It (Hewson)
Machine: Sp (£2.99)
Game Type: Sub Battle Simulation
Scenario

Take charge of your submarine and eliminate four convoys each consisting of a freighter and two destroyers which are carrying supplies to the islands in your area. You have 18 hours to complete the task, otherwise the enemy troops will get enough supplies to win the war. Your mission is complete only when you have sailed to the nearest dock after destroying all your adversaries.

Comments

Adrian - Another one of those games that tries to mix arcade action with real simulation, and perhaps falls between the two. I must admit to growing a little bored with it. Perhaps at £2.99, £1 too much. Plenty of patience is required to play.

SUMMARY OF 49% AND BELOW GAMES

Triple Decker (Invasion Force, Tank Attack, Winnie The Witch)

Publisher: AS
Machine: C16 (£1.99)
Game Type: Arcade
Comments: If you've no games, then this may be of interest. It's hard to believe that you can feel aggrieved at 3 games for £2, but you can!
What Poke? Rating 42%

Triple Decker (Monkey Magic,

Breakout, 3d Quasars)

Publisher: AS
Machine: C16 (£1.99)
Game Type: Arcade
Comments: As with above.
What Poke? Rating 38%

Hybrid

Publisher: Starlight
Machine: Sp (£8.99) C64 (£9.99)
Game Type: Arcade Adventure
Comments: Good graphics, but virtually unplayable. A bit tedious. Excellent storyline,

shame about the game. Grows boring. Poor lastability.
What Poke? Rating 48%

Defcom

Publisher: Bug Byte
Machine: Ams, Sp (£2.99)
Game Type: Shoot 'em up
Comments: A flop at full price, and not up to budget standard. Poor control spoils the game.
What Poke? Rating 41%

Cage Match

Publisher: Entertainment U.S.A.

Machine: C64 (£1.99)
Game Type:

Wrestling Simulation
Comments: The weakest of the 3d wrestling games. If you have Championship Wrestling, forget this.
What Poke? Rating 38%

Enduro

Publisher: Firebird
Machine: Sp (£1.99)
Game Type: Motor Racing Game
Comments: A re-release, why?!
What Poke? Rating 36%

THE REVIEWING TEAM

Jon (North) Spec Age-15 Favourite Best Ever Games- Jet Set Willy, Head Over Heels. **Worst Ever Game-** Realm of Impossibility. **Best Budget Game-** Spellbound.

Martin (Pugh) C64 Age-17 Favourite Best Ever Games- Mercenary, Last Ninja. **Worst Ever Game-** Trans Atlantic Balloon Challenge. **Best Budget Game-** Kikstart II.

Andrew (Harrison) Spec Favourite Best Ever Games- Starglider, Zynaps. **Worst Ever Game-** Fist II. **Best Budget Game-** Thrust.

Robert (Troughton) C64 Age-14 Favourite Best Ever Games- Uridium, Bubble Bobble. **Worst Ever Game-** Transformers. **Best Budget Games-** Thrust, Kikstart II.

Scott (Moore) C64 Age-15 Favourite Best Ever Games- Leaderboard, Head Over Heels. **Worst Ever Game-** Quartet. **Best Budget Game-** Kikstart II.

Matthew (Gregg) C64, Ams Age 17- Favourite Best Ever Games- Dan Dare, Head Over Heels. **Worst Ever Game-** Kokotoni Wilf. **Best Budget Game-** Kane.

Phil (Maxfield) Ams Age-43 Favourite Best Ever Games- Arkanoid, F15 Strike Eagle. **Worst Ever Game-** Assault On Port Stanley. **Best Budget Game-** Ultima Ratio.

Ashley (Cotter-Cairns) Ams Age-17 Favourite Best Ever Games- Spindizzy, Thing Bounces Back. **Worst Ever Game-** Ghostbusters. **Best Budget Game-** Knight Tyme.

Chris (Archer) C16 Age-37 Favourite Best Ever Games- A.C.E., Auf Wiedersehen Monty. **Worst Ever Games-** Legionnaire, Monkey Magic. **Best Budget Games-** Storm, Thrust.

Aaron (Gale) C16 Age-16 Favourite Best Ever Games- Saboteur, Xcellor 8. **Worst Ever Game-** Steve Davis Snooker. **Best Budget Game-** P.O.D.

Tony (Bourne) BBC Age-28 Favourite Best Ever Games- Elite, Cholo. **Worst Ever Game-** Tarzan. **Best Budget Game-** Survivors.

Michael (Mooney) BBC Age-17 Favourite Best Ever Games- Impossible Mission, Elite, Strykers Run, Imogen. **Worst Ever Games-** Ravenskull, Hercules. **Best Budget Game-** Fat Man Sam.

Darren (Roberts) BBC Age-16 Favourite Best Ever Games- All the Repton Series. **Worst Ever Game-** Graham Gooch Test Cricket. **Best Budget Game-** Dunjunz.

Adrian (Davis) Spec Age-30 Favourite Best Ever Games- The Covenant, Bruce Lee, Gauntlet, Great Escape, Exolon, Wonder Boy, Athena, Wizball, Zynaps. **Worst Ever Games-** Back to the Future, Nexus, A View to a Kill. **Best Budget Games-** Transmuter, Motos, Chronos, Zub, Parabola.

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3. Ensure that all your work is correct **ie. that pokes work!**
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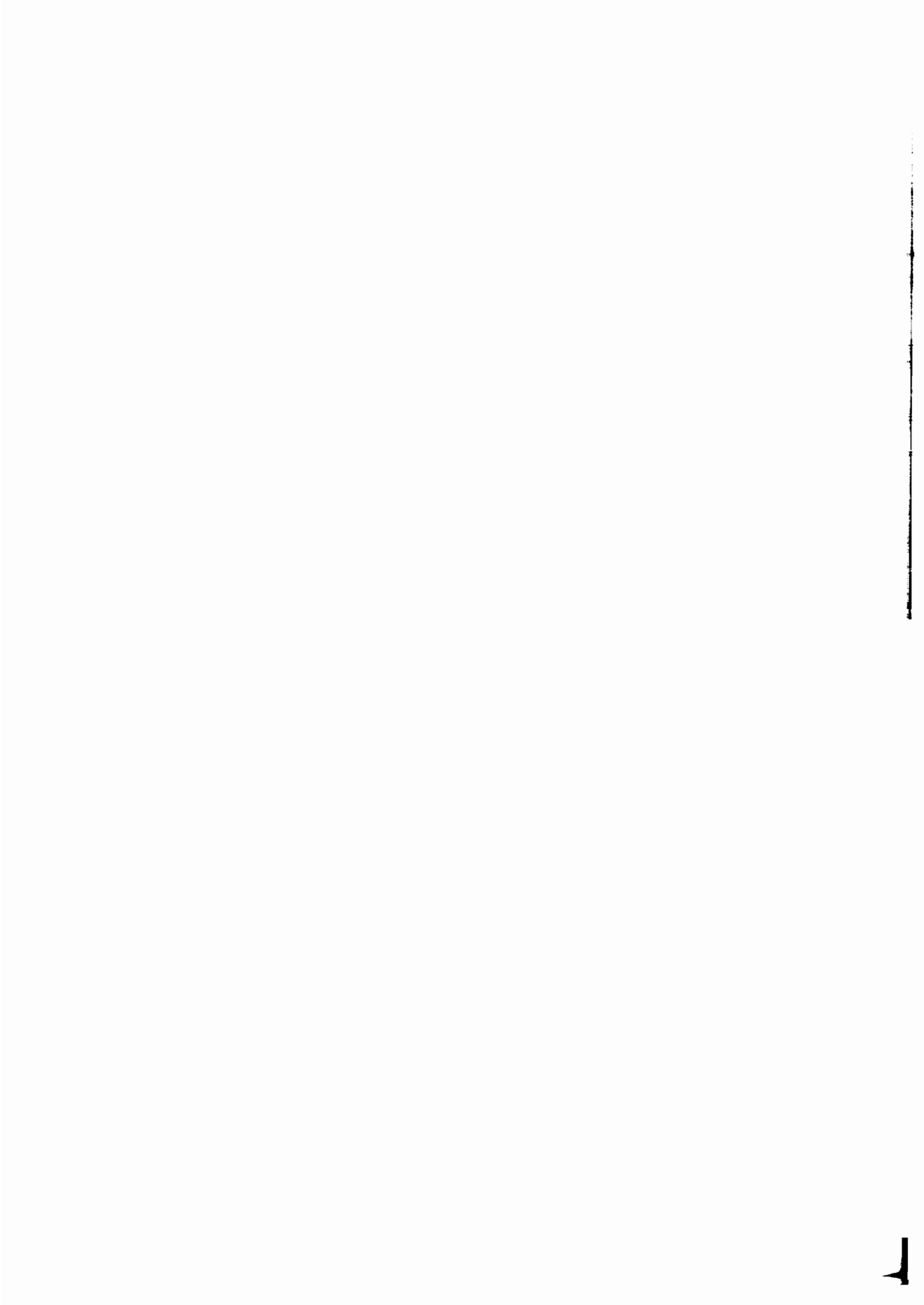
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